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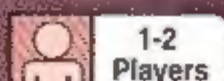
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The Legacy of Kain Continues...

After what seems like an eternity of delays, *Legacy of Kain: Soul Reaver* is finally upon us. Even though it's super late, it serves as a great game to kick off the late summer/early fall deluge of big-name titles. With *Final Fantasy VIII*, *Dino Crisis*, *Jet Force Gemini* and of course the incredible lineup of Dreamcast launch games on the way (next month kicks off our DC coverage—wool!), September 1999 is going to go down as one of the most amazing months in video game history. October through December is lookin' pretty sweet, too. In particular I'm psyched for *Resident Evil 3* and *Perfect Dark*, but I'm also looking forward to MGS: *The VR Missions*, *Grandia*, *Suikoden II* and about a dozen or so others (most of them Dreamcast). I only hope I'll have enough time to play them all...

Anyway, I'm rambling. What does all this mean for you? It means the next few months of XG are gonna be jam-packed with some seriously kickin' strategies. Next month alone is going to be amazing—we've got a massive blowout of *Final Fantasy VIII* (one of our largest guides ever), a comprehensive *Soul Calibur* guide (we've been playing the import version religiously for the last few weeks), a full walk-through of *Blue Stinger* and more. You won't want to miss it.

While I'm on the subject of XG, I'd like to put out an official request for feedback from you, our loyal (and very attractive!) readers. How do you like the mag? What do you think of the several design tweaks we've made this month? What games would you like to see covered in the coming issues? Do you all even care about wrestling games or is it just some big conspiracy? And finally, should we make Todd wear a dress to work? All of these issues are extremely important to us (well, except the last one), so if you've got a voice, let us hear it by e-mailing us with the subject line "FEEDBACK" to xg@zd.com. I'm sure it sounds horribly unoriginal, but let's face it—it's true: this is YOUR mag, and your opinions mean everything to us.

That's all for now. Enjoy the issue! I'm gonna go play some *Soul Calibur*...

—John Ricciardi

THE XG STAFF



Jim Mazurek

After playing several games that won't be in this month's mag (i.e., *MGS Integral*, *Soul Calibur*, etc.), Jim got back on track to deliver his comprehensive *Driver* strategy. If we'd only known one of Jim's dreams as a kid was to become part of the mob and drive around in a hot rod *Darville*, well, we wouldn't have given him this game. You see, he was a bit upset when we told him that the main character in *Driver* is an undercover cop posing as a mobster. Jim began banging his head, screaming, "I don't want no tail man, I don't want no tail..."



Dan Leahy

Aside from planning a trip to see his new Cleveland Browns in action, Dan's been staying cool with a steady stream of sports games. *Madden 2000* tops his list of pigskin title contenders, but the verdict is still out on *NFL 2000* for the Dreamcast. It's nice to have "pretty" sports games, but not at the expense of excellent gameplay. Dan "Dawg Pound" Leahy also requires one other crucial element of all great sports games—he has to be the best at it, or it sucks! Just ask any of his *NBA Showtime* opponents (we did—they laughed).



Todd Zuniga

Now known worldwide as "The People's Strategist" Todd elbow-dropped a wily *WWF Attitude* strategy into this month's mag. When he wasn't "layin' the smack down," he was taking vicious beatings as Dan's whipping boy at *Madden 2000*. But, thanks to EA Sports, gracious losing paid off: Todd will soon be needling advice from his favorite all-world gridiron halfback, Terrell Davis. As for the *NBA Showtime* tourney, Zuni guarantees you'll read about Team Thin's finals victory next issue. "To be the best, you gotta beat the best. Woool!"



Andy Baran

Soul Reaver—the long-awaited sequel to *Legacy of Kain*—is finally here. If you thought Andy's strategy on the first game was in-depth, wait 'til you see this baby. After playing through the game nine+ times, he could only mutter "one last time..." when spoken to. Andy's also been white-knuckling with EA's snowmobile thriller, *Sled Storm*. Due to the unusual amount of airborne controllers coming from his cube (usually after a nasty wipeout), the staff has become very concerned over the well-being of this normally tranquil gamer.

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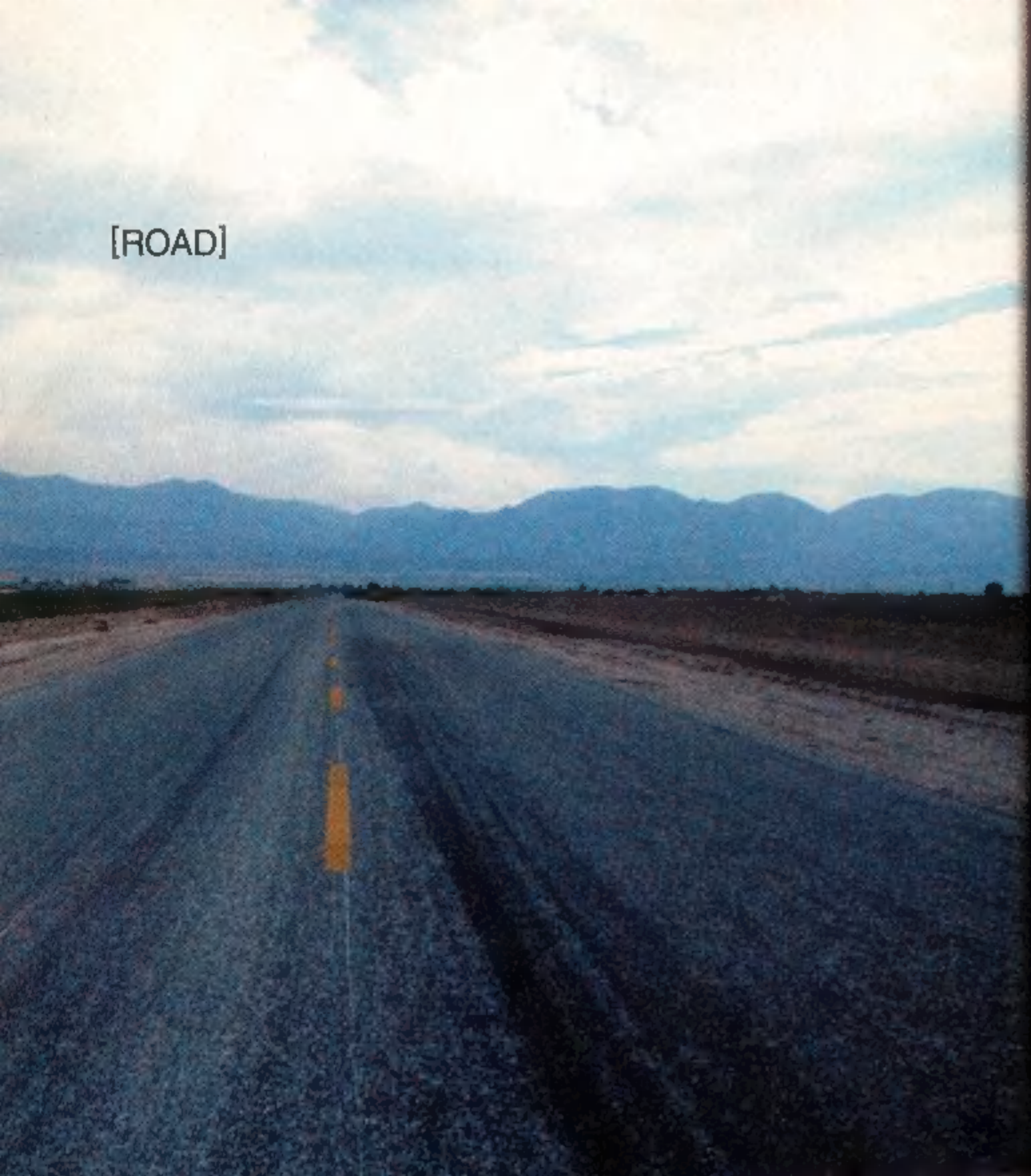
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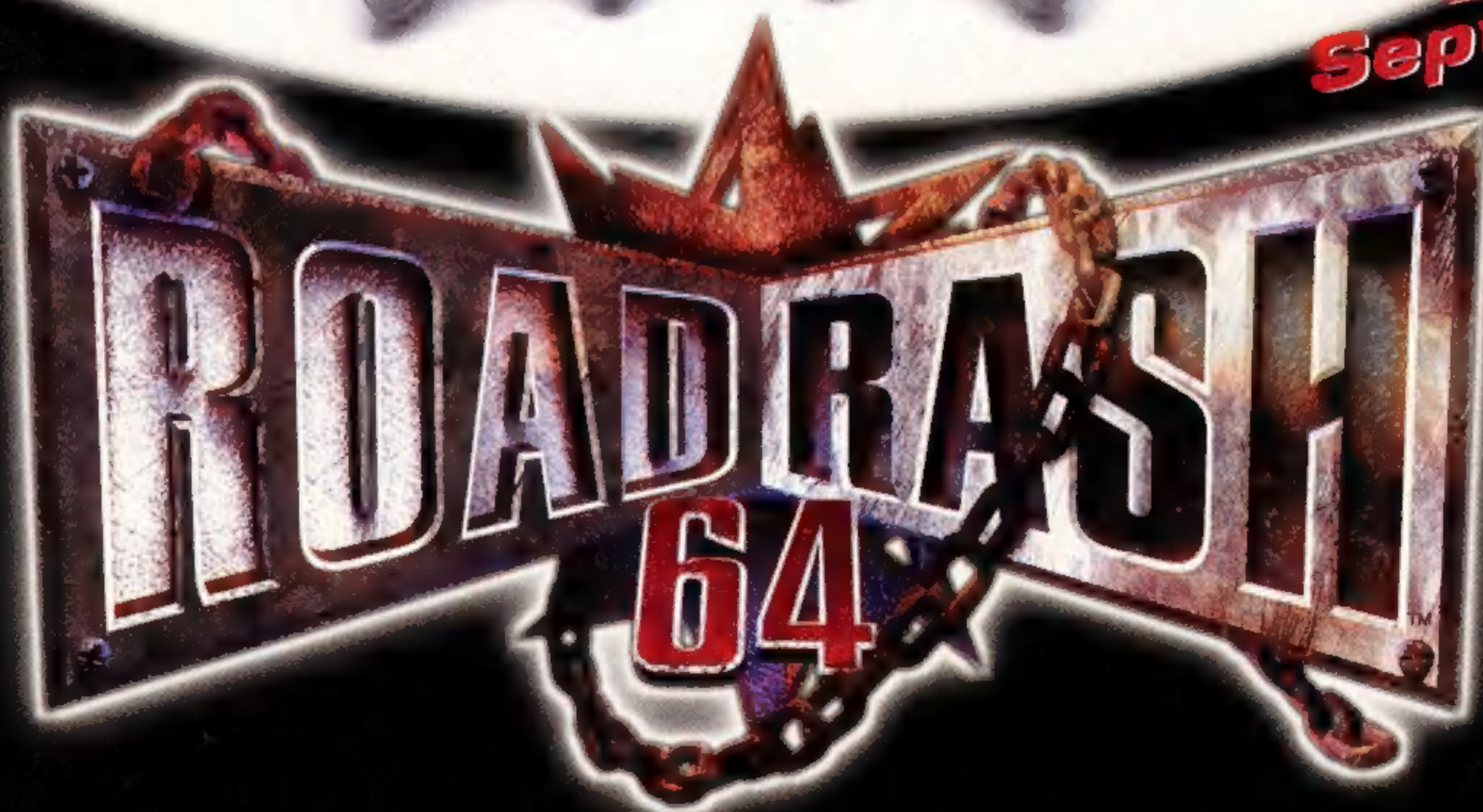


[RASH]



[N64]

**Coming
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September**



Diapers may be required



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Raniok@juno.com

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AIRNOSTLTD@aol.com

"You guys are the best!"

James Ssettuba
jssettuba@sprint.ca

"Great mag, and happy anniversary. I have been a loyal reader since issue #8."

Kurt
maverick@mon.ffni.com



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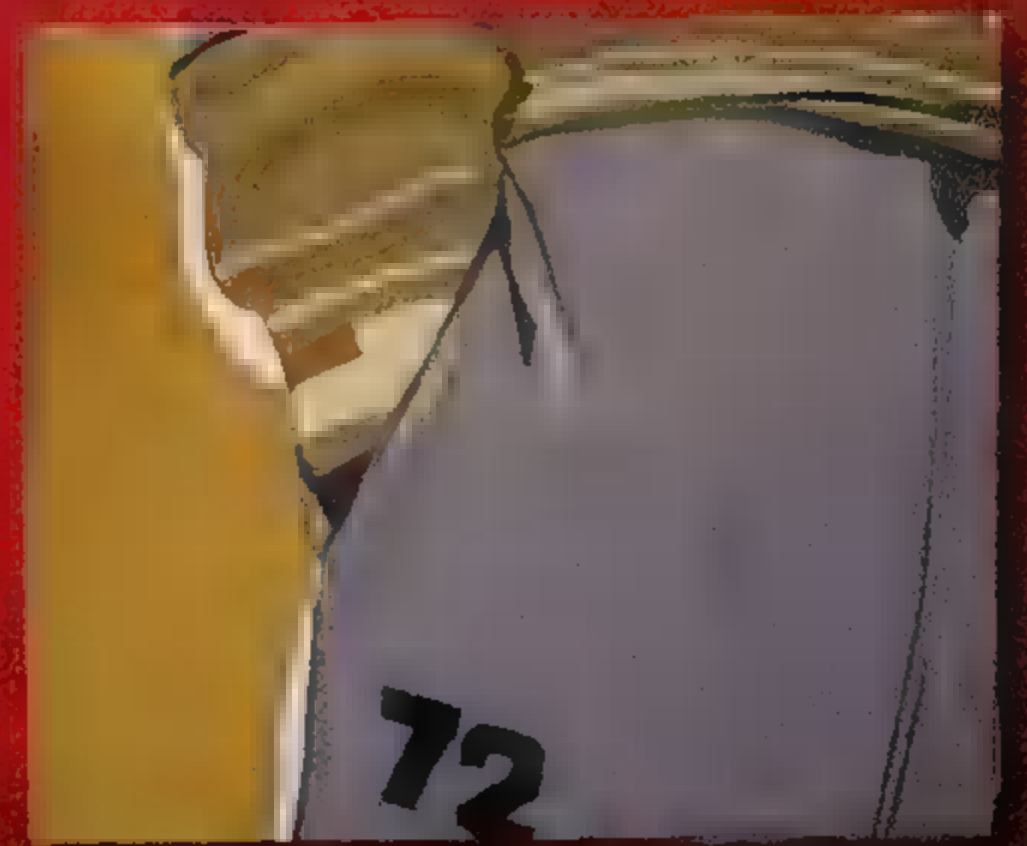
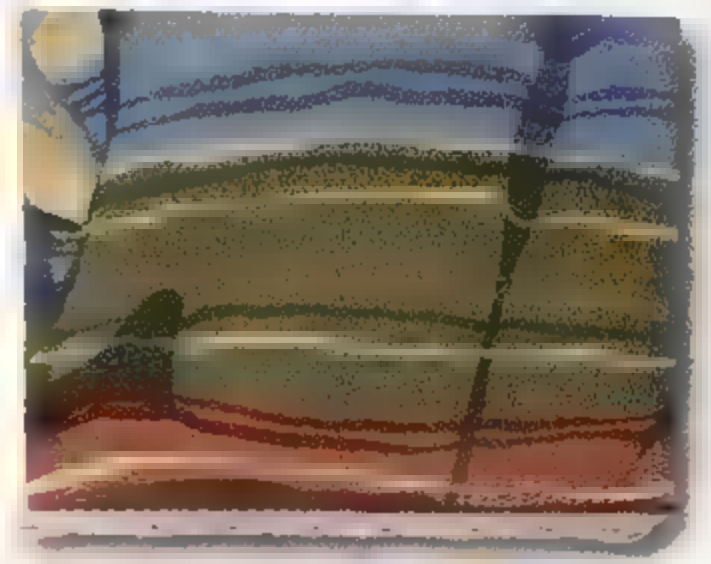
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at every turn. Evil magic lurks in the shadows. And to raise the tension, questions of identity hang in the balance.

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Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both given in personality and both having

an impact on the course of the game.

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another character, or you may choose to remain friends. But no matter what, it will affect your path. And most seriously, if a friend dies in battle, you'll feel a terrible loss that will cause you to fight with even more furious combat power.

And there is no easy way out. Your stats and skills do not just appear during the way. You must create many items from raw materials. And to do that you will then find yourself mastering difficult skills like alchemy, metalwork, magic, writing, and even cooking.

You will find yourself braving

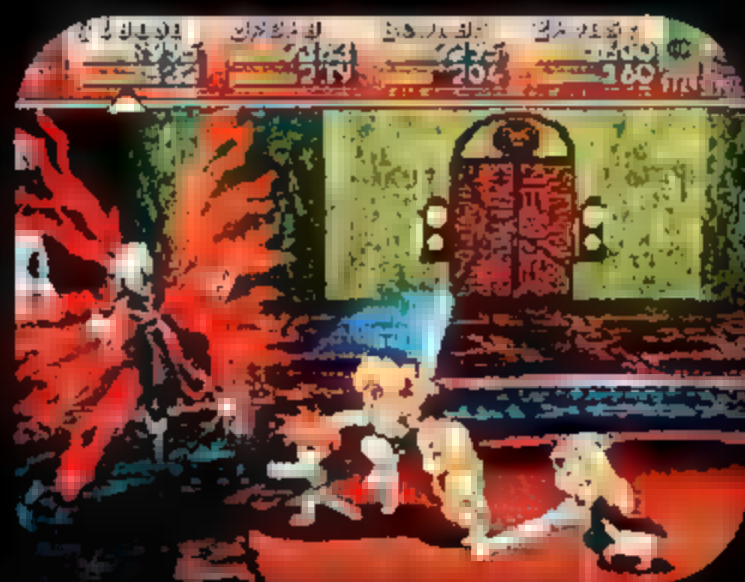
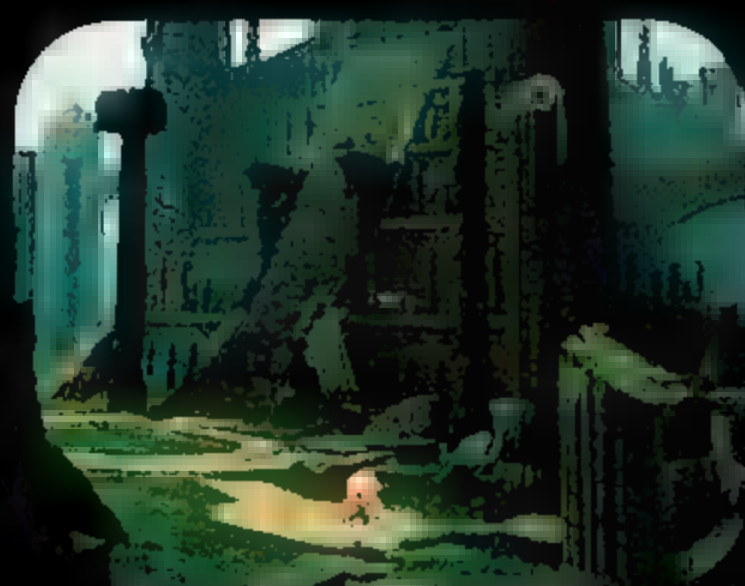
the countless dangers while traveling through this game. And there are over 30 endings. The choices you make, the more you know about that nothing—no talent, no luck, no conversation, no skill—can be taken for granted. And that nothing is possible, including the fact that you might not even make it back.

DISCOVER WHAT'S OUT THERE.



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STAR OCEAN THE SECOND STORY



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SEPTEMBER 1999

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Legacy of Kain: Soul Reaver

It's big, it's bad and it's full of strategy—it's Soul Reaver. Dive into our comprehensive guide.



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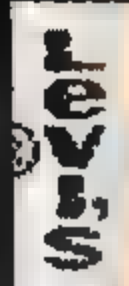


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RP

Sega Dreamcast



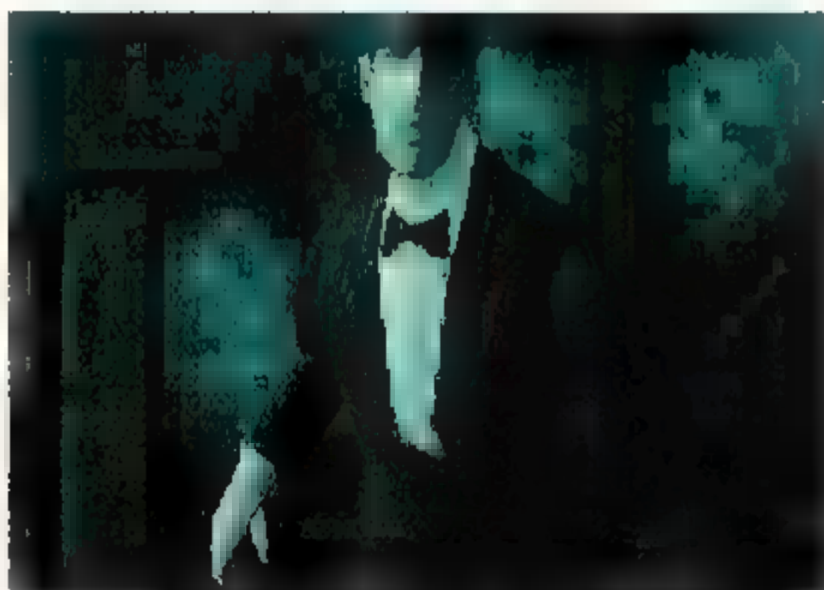
Using the Fork

Dear Expert Gamer,

I was looking at your guide for Star Wars: Episode 1 Racer and I saw a better hint than you gave for the Howler Gorge. Right before you hit the big patch of ice, angle as far left as you can and if you're lucky, your ship will fall in a gutter-type hole. Travel through there and hit the boost and you'll get a huge shortcut plus you won't have to turn your ship on your side at the narrow area. I just wanted to tell you this.

SCStun3255@aol.com

No matter how much I play a game there are always different, and sometimes better, ways to accomplish the task. That's what the Gamers' Forum is all about.



Snake's Snazzy Duds

Dear Expert Gamer,

I know why Snake wears that tux. Well, I was browsing through the instruction booklet and read up on Big Boss. If you look closely at his picture you will see him wearing a trench-coat over a tuxedo-looking outfit. I think that's why Snake wears a tux, because when you beat the game twice you are considered a "legendary soldier" like Big Boss. Also, do you know why grey fox is a deep red and blue color? Sorry if I've been a little crazy about my discovery.

optimus107@aol.com

First off, if you examine his outfit a little closer, you'd see that it is really nothing more than a suit. What we've heard is that Konami put this in for U.S. gamers who have an obsession for James Bond/GoldenEye 007. Really, what could be cooler than playing with Snake in a Bond-esque tux? To answer your other question, Konami included the red and blue ninja armor as somewhat of a joke based on Spider-Man...

Going Apesh_t

Dear Expert Gamer,

Hi, I'm Calven. I bought the game Ape Escape and I got started at the slingshot training. I followed the instructions from the mailbox but it did not work. The instructions said, "Tilt the right stick toward you and release to launch a bullet. Tilt and rotate the right stick to set the target. The bullet will fire at the blue

cursor." I followed these instructions but it did not work. Please tell me how to use the slingshot.

calven@mbox2.singnet.com.sg

If it's not shooting at all, you're not holding the stick back long enough, or far enough back. If it's not hitting the target, your aim could be off or you don't have the homing shots. You can occasionally gain homing bullets from downed enemies.

Need Some Lunar \$\$

Dear Expert Gamer,

Do you have any codes for Lunar? Specifically, I'm looking for a money cheat.

Ferguson Adkins
Murphysboro, IL

I don't know of any money cheat, but here's a little something to try. Insert the "Making of Lunar" CD-ROM in your PlayStation. When you see a man drawing a picture, right at the beginning, press Up, Down, Left, Right, Triangle and Start. Then you'll see a screen that reads "Lords of Lunar," click on the "Start the Game" button and play. This brings up a really bizarre Pong-type of game.

Best Time Section

Dear Expert Gamer,

There should be a best time section or something in your mag for games that show you how fast you completed something—like my record for Soul Blade, which was 3 minutes, 24 seconds.

lucasgilbertson@hotmail.com

We've considered doing so, but it's so hard to confirm "real" times and scores with all of the cheat devices out there these days. What about the rest of you? Does this interest you?

Lunar Lunacy

Dear Expert Gamer,

Hi. I just wanted to say your mag is really helpful; keep up the good work. Anyway, I was just surfing the Web and I heard of a way to get a secret character in LSSC; his name is Graphite. The way to get him is long and complicated and requires playing the game again from Reza. Well, before I did this I just wanted to ask you if this is true. Is there a secret character in LSSC and if there is, do you know how to get him, without having to go through the game again? Thanks for your time and answer. Keep up the good work.

grayfox82@hotmail.com

Mmmmm.....no. Not true.

What's the Frequency Ken?

Dear Expert Gamer,

How is everyone doing on that side of the land? I have a question about SFA3. I was wondering, if you beat the World Tour Mode without getting to level 32, is there still a way to get there? I beat this mode with Ken at level 24 and I can't raise his levels anymore. Thanks a lot!

phil_burg@hop-uky.campuswix.net

Unfortunately, once you beat the World Tour Mode with a given character, their gained experience will stop



Gain rare items while fighting the boss (#23), Hammer, in Xenogears.

growing. This explains why you can't raise his levels. The real trick is to achieve level 32 before World Tour Mode ends.

Xenogears Tip

Dear Expert Gamer,

In issue #54 in the Xenogears walk-through it says when fighting Hammer (Boss #23) you must escape when he starts flashing red. I found out once he turns red, if you have a level 3 attack and fire with this system it can destroy him before he blows up and destroys your party! If you succeed you gain great items.

Babo1683@aol.com

True, Hammer can be defeated. If you can pull it off as you described, you'll acquire a trading card which, when equipped, increases the appearance of rare items.

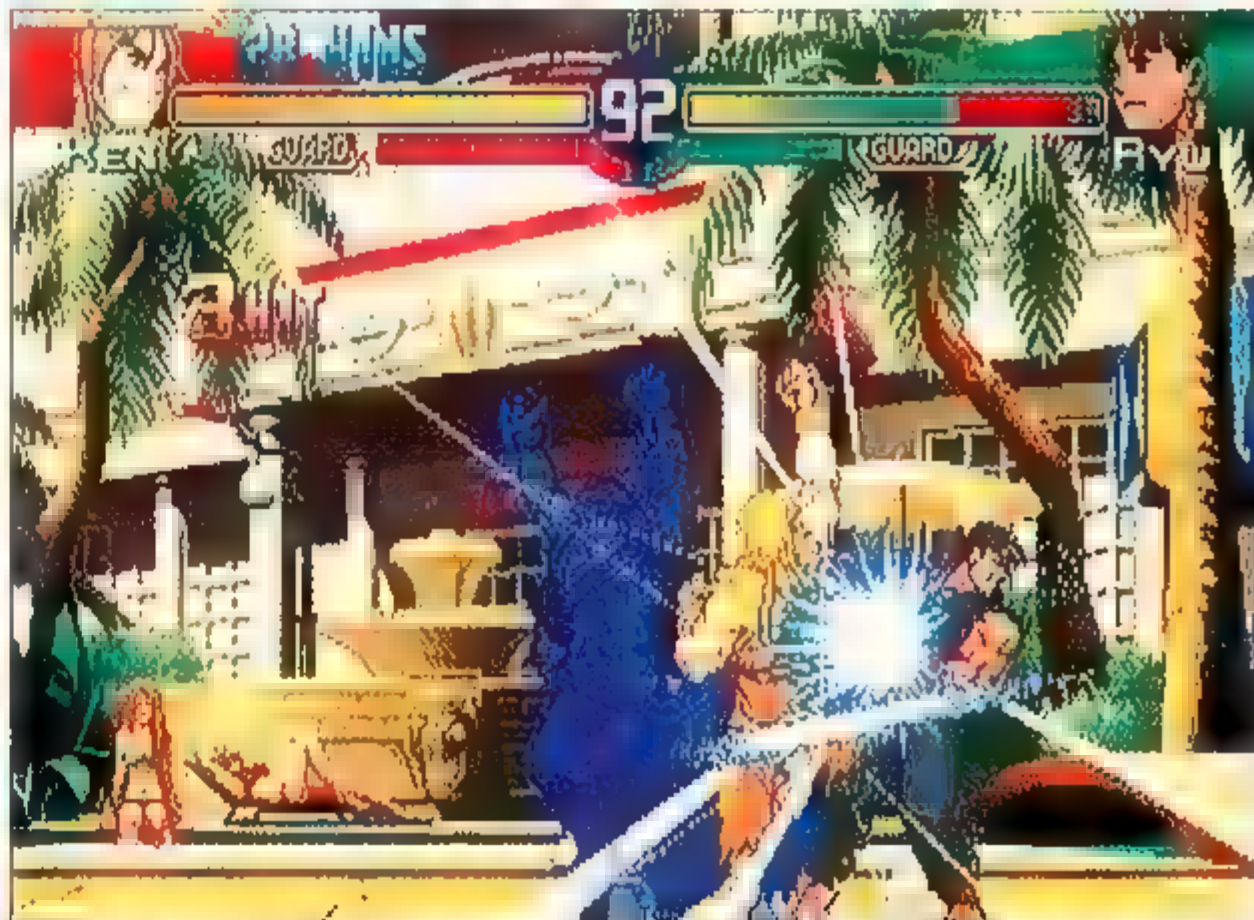
Castlevania Query

Dear Expert Gamer,

I'm afraid I have a problem with the PlayStation Castlevania. There is a hidden room behind the left wall in the Mermans' Room, but I am unable to get into it or its inverted castle counterpart. None of my friends could tell me how to do it. Maybe I am doing this wrong. Please give me step-by-step instructions of what to do, and feel free to assume I'm very stupid and need to be told every detail.

SonicPanda@aol.com

That room is kind of quirky. Here's what has worked for us: Transform into a bat and fly right into the secret passage. Do not touch the sides. Once you get to the end, fly down into where the mermen jump. Make your way back to the left without touching anything. This may work when you are in mist form as well.



One of the toughest challenges in Street Fighter Alpha 3 is trying to get your character's levels maxxed out within the World Tour Mode.

TOP 10:

June 1999

Selling
June 1999
Video
Service
Ann
a d
for

Pokémon

Video
Service
Ann
a d
for

4. Super Smash Bros.

Super Mario Bros. Deluxe

6. Jangmoh, Summer 99

Pokémon Pinball

8. LUNAR:SSSC

9. Jangmoh, Summer 99

10. System Filter

Stuck In Zelda

Dear Expert Gamer,

I'm having a hard time in Zelda: Ocarina of Time. There is a small water hole to the left of the entrance to Kokiri Forest in Hyrule Field. When I go over there Navi turns green. Am I missing anything? There is also another spot similar to that in Lake Hylia outside the fishing pond, near the outer wall. Also, how do

you get the debug game feature?

Justin Dickanson
Quechee, VT

Whenever Navi finds something like that, and you seemingly cannot interact with it, try playing a song on your Ocarina. This has a habit of finding special fairies. As far as we know, the production version of the game does not have a debug mode.

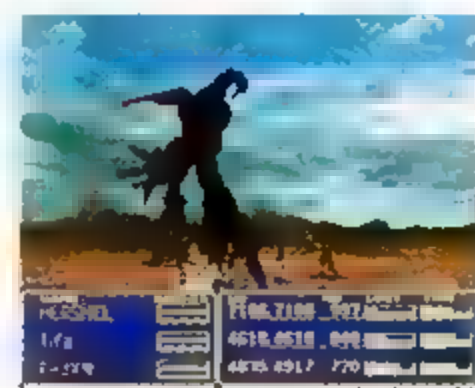
Which RPGs To Get?

Dear Expert Gamer,

I am an RPG player. I play RPGs all the time. Lately, I have had a hard time choosing which RPG I should buy. I already have FFVII, Lunar: SSSC, Xenogears and Star Ocean. I want a REAL challenging RPG. What do you suggest?

Grayson Stream
Vacaville, CA

If you want a real challenge, pick up a copy of Final Fantasy Tactics. Try getting 100 percent complete (including the Deep Dungeon and finding Cloud) in under 40 hours (no cheating!). If you can do this successfully, send a copy of your résumé to: Expert Gamer, P.O. #3338, Oak Brook, IL 60522.



Boss-o-Matic

Dear Expert Gamer,

My friends and I have played FFVII to death, but we still have one problem. We have not beaten Ruby Weapon. Do you have any tips for beating this boss?

Phokoph16@
btc-sky.net

This weapon is by far the tougher of the two, but if you know what to do—the battle shouldn't be that bad. The first thing to know is that Ruby has a very nasty ability called "Sandstorm" which will COMPLETELY remove any opponent from the battle. This character CANNOT be brought back into battle (BTW, he can't be damaged in this form). He will do this spell on two of your characters until only one remains. Once he accomplishes this he will drive his appendages into the ground and begin his main attacks (at which point you can begin inflicting damage). Ruby will then begin casting Ultima spells and other conditional spells until you perish.

The first thing to do is before you fight Ruby, make certain two of your party members are dead. Ruby will immediately drive his forelimbs into the ground. You choose what character remains, and you can resurrect the party later in the battle (once you resurrect one all of your members, Ruby will pull out his forelimbs and proceed again with Sandstorm).

Here's the gritty details: It helps to have Shield + Ultima Materia equipped with your main character because it will increase your evasion percentage. Also equip a special item that will prevent any conditions from happening (i.e., frog, mini, poison).

The key to damaging Ruby Weapon is the Double Summon Materia that lets you cast two summons, mime, Knights of the Round and Mp and/or Hp steal. Equip your Knights of the Round with Mp steal and your Mime with Hp steal. Now just cast Knights twice (should be enough to kill him), then use Mime when your turn comes back—and you will constantly regain health and restore MP. Phew...

Shadow Madness

Dear Expert Gamer,

In your April issue you had a guide on Shadow Madness. There was a section on the side of a page in the guide that had secrets yet to be figured out. One, entitled Hard Locks are Evil Locks, was unsolved because the game crashed when Jim successfully picked it. Well, here's an update. After picking the lock you will go into a room that has an Iron Maiden in it. First, you should turn the crank which is beside the table and there will be a door. Go into the door and you will see a chest that contains the following: 2,500 pieces of gold, five Venom Daggers, one Cologne, one can of Caviar, one bottle of wine, one Deathcheat, three Fyrn Tonics and one Knightsword.

Bryan Roe
Rockwell, NC



Mazurek was waiting for one of our "Expert Readers" to write in with the contents of this highly coveted treasure chest. Nice to know that the actual contents didn't match the hype.

Droppin' Some Tude

Dear Expert Gamer,

Do you smell what the Rock is cooking? I am very excited about WWF Attitude. I was wondering if that rudy poo Vince McMahon will be a hidden character in WWF Attitude. If you can get McMahon, please tell me how. You better, "IF YA SMELL WHAT THE ROCK IS COOKING!"

Tuan Nguyen
Fullerton, CA

Turn to page 50 for our Attitude guide, and hopefully, a good dose of whatever the Rock is cooking.

Click Clock

Dear Expert Gamer,

I was reading about Banjo-Kazooie in one of your old mags, and you said in Click Clock Woods that you could break the rock that blocks the beaver's hole in the spring. I've tried everything. Could you help me?

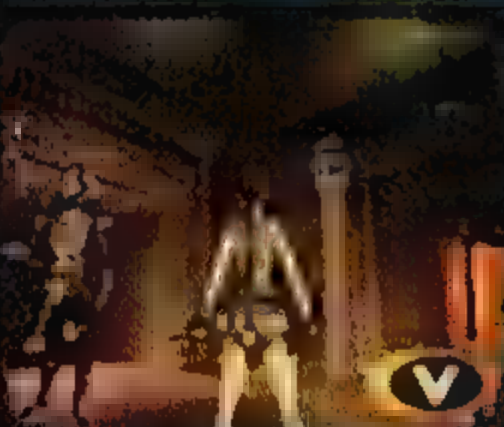
Brandon Greenroy
Scurry, TX

Although you're supposed to smash it in the summer, it is possible to break in the spring. Go to the ledge above

ONLINE NEWS

Soul Calibur's Secret Characters

Samurai recently released details surrounding a new playable character in the Dreamcast version of Soul Calibur. Cervantes De Leon, originally the boss from Soul Blade, turned into the "Soul Edge" when he was destroyed. But Cervantes, not accessible in the arcade version of Soul Calibur, will be playable as a secret character in the Dreamcast version. Inferno, returning as the main boss, will also be playable in the home port of the arcade hit. Soul Calibur is set for release on Sept. 9, and is one of the key games anchoring the launch of the Dreamcast. Next month Expert Gamer will feature a comprehensive Soul Calibur guide, with detailed strategies for all of the game's 19 playable characters.



Dreamcast Attitude

The rumors are apparently true—Acclaim's WWF Attitude is coming to the Dreamcast. In Sega's recent DC ads, WWF Attitude was confirmed as a "fall 1999" release for the upcoming 128-bit super system. Hell yeah!

Lara's Back in Tomb Raider IV

Many gamers may not have expected to see another Tomb installment on the current generation of hardware, but Core has big plans for the recently announced Tomb Raider IV: The Last Revelation. Set entirely in and around Egypt, this TR is said to have a more developed, cohesive story line. Adding to the story element will be the fact that gamers will start the adventure in control of a young, 16-year-old Lara Croft. Look for TLR to hit the U.S. market by Thanksgiving 1999.

More DC News...

Here's a full list of DC launch games, slated for 9/3/99, according to EGM and videogames.com: AeroWings (Crave), Air Force Delta (Konami), Armada (Mellin 3D), Blue Stinger (Activision), Flag to Flag (Sega), House of the Dead 2 (Sega), Hydro Thunder (Midway), Kof: Dream Match 1999 (SNK), Marvel vs. Capcom (Capcom), Monaco Grand Prix (Ubi), MK Gold (Midway), NFL Blitz 2000 (Midway), Power Stone (Capcom), Rainbow Six (Majesco), Ready 2 Rumble (Midway), Slave Zero (Infogrames), Sonic Adventure (Sega), Soul Calibur (Namco), Soul Fighter (N/A), Street Devils (Ubi), TMN Motorsports Hardcore Heat (ASC), Tokyo Extreme Racer (Crave) and TrickStyle (Activision). Whew!

Surf the Web in the best source on the Web. Else will be a complete archive of previews, reviews and news for all top systems—PlayStation, Nintendo 64 and Saturn—plus arcade, too!

VIDEOGAMES
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SOUL OF THE SAMURAI

CUT

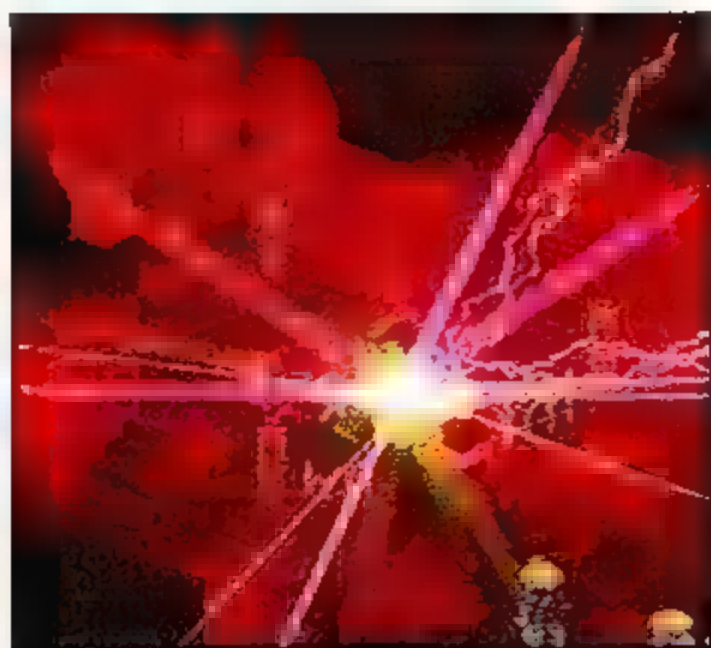
THROUGH

THE

CRAP



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Contrary to the rumors, Ramza must adhere to the same rules set as any other character in the game.

the rock blocking the hole—there'll be a bird hole to mark it easily. Stand to the left or right of that hole, near the edge. Shoot at them they bounce onto the rock. This may require a little running backward after the eggs are shot. Shoot enough and the rock will break! Swim up the hole to see the inside of the tree where the hole will be seen!

Knighty-Knight

Dear Expert Gamer,

Is there a way to make Ramza (from Final Fantasy Tactics) an Arc Knight, White Knight, Holy Knight or Dark Knight? I've heard various rumors stating that this is true.

Ian Hays, via the Net

Nope, those classes are reserved for special characters that you'll meet throughout the game.

Ahead of the Game

Dear Expert Gamer,

I've been playing Blue Stinger for two months, and I cannot get the keycard at Rat's place. Can you help me with this

problem?? I'm getting desperate!
dataclicker@webtv.net

Can't help you this month, but look for a Blue Stinger strategy in the October issue of XG!

Readers Helping Readers

Dear Expert Gamer,

In response to John Fink's question in the July issue, I thought I'd clarify the answer you gave. You can't get the Weed Hammer until east Voz Forest. Take the path to the left before the bridge grass. The path will take you to a chest with fertilizer in it. Then, walk up to the bridge grass. Party dialogue will kick in, and then you can use the fertilizer to speed up the growth and make a bridge.

Matt Andrychuk
Dauphin, MB, Canada

We're sure John Fink will appreciate your concise strategy.



Who's the Best?

Dear Expert Gamer,

I really enjoyed your NBA Showtime strategy in the August issue, but I had to ask one question. Who's the best player on the XG staff?

Adam Knut, via the Net

Depends on who you ask, because we all think we're the best.

Q&A...

Gearing Up for the Sequel

Dear Expert Gamer,

I just wanted to say first of all that your magazine kicks. Do you have any news about a sequel to Metal Gear? If you do, I mind know. Thanks.

mtk123@att.net

Not really a sequel in the true sense, MGS: VR Missions is more of a "mission path" including over 300 exclusive training levels not included in the original game. It's due out in October, and don't forget to check XG for the strategy.

Do Some Soul Searching

Dear Expert Gamer,

Is Soul Calibur for the Dreamcast the sequel to Soul Blade? Because Cervantes is a secret character and on the web it says that Cervantes wants his sword back. I've also heard that there is a sequel to Soul Blade coming out on the PS2 and the Dreamcast. So, in other words, the sequel to Soul Blade is almost out for the Dreamcast (even though the Dreamcast doesn't have the original) and the PS2 will have it long after its release on DC. Am I right? Is Soul Calibur the sequel or is Cervantes just a marketing ploy in the game?

lucyngilbertson@hotmail.com

Yes, Soul Calibur is the sequel to Soul Blade, and yes it will be out on Dreamcast (and featured in next month's XG).

Mana From Heaven

Dear Expert Gamer,

My friend and I loved Secret of Mana. I was reading one of our local EGs and saw a sequel is coming. What is it called and how soon does it come out?

Steve Carney, no address

It's called Legend of Mana, and it's coming to the U.S. next year. Even better, the recently announced sequel to Chrono Trigger—Chrono Cross—is coming out here in 2000 as well.



LETTER ART

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Put your creative skills to the test by putting out a letter art submission with your own unique touch. Send your letter art submission to: XG Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a letter art card will be disqualified.) Letter Art can be submitted by mail (preferred), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

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NATE FIZZ • North Attle, MA



BENJAMIN TOM • Los Angeles, CA

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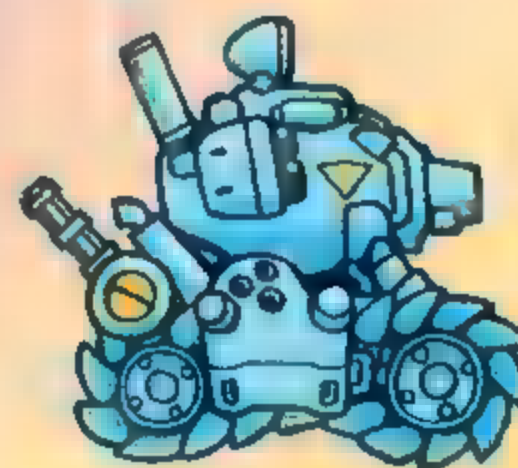
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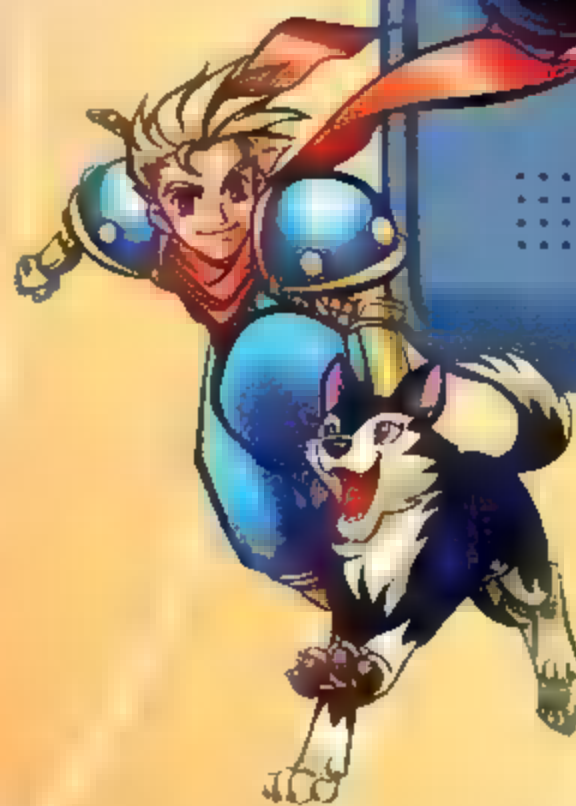
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CRSTLCRLR - for Invisibility

FRGZ - for a Plague of Frogs

TDZ - Queen Lords are replaced by toads.

Super Weapons: Collect three of the same kind of power-up. Select that power-up and press both "A" and "B" simultaneously. A special weapon effect will occur that varies from weapon to weapon.

Bomberman 64

Custom Body Parts - Partial List:

Here's where to find some of Bomberman's optional outfit parts: Tennis Shoes: In the blue resort. It is in Level 1 under the bridge that has a box under it and a blue guy on the bridge. Iron Armor: In the white glacier. It's in Level 1 behind one of the houses. Take a pump bomb and throw it at the houses. Run over the roof and put a bomb by the tree to get it.

Extra Battle Mode Stages: Press Start at the Title Screen. When the Main Menu Screen appears, press Start rapidly until you hear a ringing sound.

Go into the Battle Mode to choose the new stages!

Buck Bumble

All Weapons: At the Title Screen press Left, Right, Up, Down. Then hold Z and press Right, Right, Left, Left. When the game begins, press A+B+R button at the same time to give you all the weapons. You will hear a noise if it is done correctly (it only works in One-player Mode).

Level Select:

At the Title Screen hold Z and press Right, Down, Down, Right. Release Z and press Right, Up, Down, Left, Left, Up, Right, Right to finish the code.

Refill Health and Ammo: You can only use this code if you have All Weapons on: Press A+B+R button while playing, and you will refill your health and ammo.

Bug's Life, A

Level Select: At the ant hill off the main screen hold C-Up + C-Down + C-Left + C-Right + Z and press R. An arrow will appear to confirm correct code entry.

Bust-A-Move 2: Arcade Ed.

Another World: At the Title/Menu Screen, press the L button, Up, R button, Down. A little green character will appear on the lower right of the screen. This is how you know the code worked. Now go to the Game Select Screen and move over to the Puzzle Mode. The words, "Another World" will be underneath the Puzzle Mode. Select this mode to play an entire new set of levels!

Bust-A-Move 99

Another World: At the Title/Menu Screen, press the L button, Up, R button, Down. A little green character will appear on the lower right of the screen. This is how you know the code worked. Now go to the Game Select Screen and move over to the Puzzle Mode. The words, "Another World" will be underneath the Puzzle Mode. Select this mode to play an entire new set of levels!

Cruis'n USA

Access New

Tracks: This trick will give you access to three new tracks in the game. On "Choose Race" Screen, highlight US 101 and hold L+Left-C+Down-C to access Golden Gate Park. Highlight Beverly Hills and hold L+Up-C+Right-C. Highlight Grand Canyon and hold L+Right-C+Down-C to access San Francisco.

Lights and Sirens Code: First, get a high score during any race and then scroll down to the bottom of the high scores list and hold Down-Left to make the conveyor belt move. After around 30 or more seconds, a head will scroll by. Now, exit and get back to the Car Select Screen. Choose either the bus or police car by holding Up-C, Left-C and Down-C at the same time and scrolling through the cars. At any time during the race, tap Brake, Brake, then hold the Gas button. Your lights and sirens will activate.

New Vehicles: At the Choose Car Screen, highlight any of the cars except for the red Ferrari. The trick will not work on this car. Once any of the others is highlighted (it will spin around), press and hold the Top, Left and Bottom C buttons simultaneously. The vehicle you highlighted will change into a different one! You can now play the game as a police car, a jeep or a school bus! Keep holding these and press Start to choose it.

Chopper Attack

Extra Choppers: If you finish Mission 7 on the Normal level of difficulty, you'll get access to the King IO chopper. And if you finish Mission 8 on the Expert level, you'll gain access to the Stingray chopper.

Diddy Kong Racing

Game Cheats: To enable these cheats, you must go into the Options Screen and enter into the Magic Codes Option. You can then turn them on and off at will, until you turn off the power. If you turn off the power, you will need to re-enter the codes again.

Horn Cheat:

BLABBERMOUTH

Two-Player Adventure:

JOINTVENTURE

All Balloons Yellow:

BODYARMOR

Disable Weapons:

BYEBYEBALLOONS

No Limit to Bananas: **VITAMINB**

Zap the Zippers:

ZAPTHEZIPPERS

Ultimate AI: **TIMETOLOSE**

Maximum Power-up:

FREEFORALL

Start with 10 Bananas:

FREEFRUIT

Big Characters: **ARNOLD**

Small Characters:

TEENYWEENIES

Select Same Player:

DOUBLEVISION

Four-Wheel Drive:

OFFROAD

Extreme-G: XG2

Many Cool Codes: To get any of these codes to work, just get to the Bike Selection Screen and press the **Start** button to get to the Customize Screen. Now move over to the "Enter Name" Option, access it and put in the passwords for the results shown below:

SPIRAL - Causes the track to spin around.

2064 - Use paper airplanes/WipeOut-style ships in place of cyber bikes.

LINEAR - Win Frame Mode

XXX - Unlimited Nitros

SPYEE - Overhead view

NOPANEL - Removes all the meters and text from the screen.

XCHARGE - Receive an extra boost of speed and acceleration.

F-1 World Grand Prix

Hidden Racers and Bonus Track:

After pressing **Start** at the Title Screen, go to the Main Menu and choose Exhibition. On the next screen, pick the Drivers Option. Scroll with the pad or the Analog Stick until you reach Driver Williams. Press button **A** and choose the "Edit Name" Option. Using the pad, edit the last name (Williams) to the word, **Chrome**. When you are finished, exit all the way back to the Title Screen. Now enter the Drivers Option again and scroll until you see a new character called Silver Driver. This driver is fast on the straight-aways. To get the Gold Driver, do the exact same code again, but this time replace the last name with the word **Pyrite**. If you want to drive the hidden Bonus Track, do the exact same code again, but this time replace the last name with the word **Vacation**. Instead of the Drivers Option, go into the Courses and scroll until you see the Bonus Track, complete with a volcano!

Forsaken 64

Awesome Codes: Turbo Crazy: At the Title Screen where "Press Start" is scrolling, press **B, B, R** button, **Up, Left, Down, Up-C, Left-C**. The words "Turbo Crazy On" will appear on the screen to confirm it worked. You now have unlimited Nitro boosts! Wire Frame: At the Title Screen where "Press Start" is scrolling, press **L** button, **L** button, **R** button, **Z, Left, Right, Up-C, Right-C**. The words "Wire Frame On" will appear on the screen to confirm it worked.

Fox Sports College Hoops '99

Various Codes: Enter the following codes at the Secret Codes Screen under the Options Menu for various results:

NOGGIN - Gives you Big Head Mode.

GHOST - Players become partially transparent.

Z-WOOD - Secret Court

TEAM-Z - Secret Team

NOFANS - Remove bleachers and crowd.

TRAILS - Transparent trails will follow the basketball.

BUZZ - Disable the Shot Clock.

THIRTY - Activate a 30-second game.

HOMIE - The referee calls fouls that favor the home team.

Gex 64

99 Lives and Every Remote: At the Main Menu Screen, choose the Load Game Option. On the next screen, choose "Password." Now enter the following password as shown to get the trick to work:

M758FQRW3J58FQRW4!

This will give you 99 Lives and every remote,

GAMESHARK CODES

All Star Baseball 2000

Position Points: 8110
8110390

Beetle Adventure Racing

Timer: 8002d017
8002d017

Cars: 8002d017

Track (Multi): 8002d017

Color: 8002d017

Age Cheat: 8002d017

Names (Multi): 8002d017

Environment: 8002d017

Law Cheat: 8002d017

Handicap: 8002d017

Health: 8002d017

(Multi): 8002d017

Ladybug Color: 8002d017

Number of Lady: 8002d017

Cheat: 8002d017

(Multi): 8002d017

(Multi): 8002d017

Time Limit: 8002d017

Track Music: 8002d017

(Multi): 8002d017

(Multi): 8002d017

(Multi): 8002d017

A Bug's Life

Killed: 8110 1260000

Always Have: 8110 10020

LIK: 8110 10020

8110 10020

Infinite: 8010 1380009

Max: 8010 1380009

Unlock All Levels: 8010 1380009

8010 1380009

Chameleon Twist 2

All Costumes: 8010 1380009

Have 6 Carrot: 8010 1380009

8010 1380009

8010 1380009

Fighting Force 64

Infinite: P1800ce0f30003

Infinite Lives: 8106006c2400

Infinite Amm: 8106006c2400

Infinite ke_auncherAmmo: 8106006c2400

Infinite Ammo: 8106006c2400

Shadowgate 64

Enable God: 024020202

024020202

50000

50000

50000

50000

Superman

8110 1380009

8110 1380009

8110 1380009

Infinite: 8110 1380009

Infinite X-Ray: 8110 1380009

MARIO GAMES

Mario Kart 64

Winning Mirror Mode
 Go to the Gold Cup in Mirror Mode and win it. Do this for every class (Baby, Kiddy, and Adult) and you'll get a new Title Screen. Plus, a Mirror Mode Easter Egg will now appear under the Special Options. All of the tracks in the game will now be reversed!

Mario Party

Special Title Screen
 Collect all 100 stars and defeat Bowser once and for all on the hidden adventure island. Even after Mario Party all of this has been done, you will have earned the special title screen!

Super Mario 64

Find Yoshi

The hard way to do this is to collect all 120 stars. This is a very long and tedious task. However, if you use the codes below, you will find Yoshi in a flash. Fire a cannon from the castle roof to meet Yoshi. Talk to him to get the first and a new Triple Star. The even harder part is to find Yoshi at the castle's start, run to the right side of the castle near the back. You will see a fence, a grassy hill, with the castle wall in the background. Execute a triple jump starting from behind and to the right of the tree there: The first jump should take you up the hill. If done right, you'll slide on your rear (not your head) toward the castle wall. Now comes the hard part: Jump out of your slide and fly to hit the little angled wall to your left. Then, as you hit that wall, wall jump to the big wall to your left. If you can pull this off, Mario has a good chance of grabbing the egg. He will walk, climb up, and give you the Yoshi.

so you don't have to gather them all! You can see the results of the code immediately by pressing **Start** to pause the game and then moving down to "Stats" and accessing it with button **A**. Now you can warp to Rez without having to go through the entire game. You'll also have 99 lives to try to beat him!

Glover

Codes, Codes and More Codes:

To use the following codes press **Start** to pause the game while playing. Enter the following C-buttons while it is paused.

Infinite life: Up-C, Up-C, Up-C, Up-C, Up-C, Right-C, Down-C, Right-C

Speed up spell: Left-C, Left-C, Right-C, Up-C, Right-C, Left-C, Down-C, Down-C

Frog spell (become a frog): Up-C, Right-C, Down-C, Right-C, Up-C, Left-C, Left-C, Up-C

Secret cheat: Down-C, Up-C, Right-C, Right-C, Down-C, Left-C, Right-C, Right-C

Call ball: Up-C, Left-C, Left-C, Up-C, Right-C, Left-C, Down-C, Up-C

Checkpoints: Down-C, Down-C, Right-C, Left-C, Up-C, Up-C, Down-C, Left-C

Death spell: Up-C, Left-C, Left-C, Left-C, Left-C, Up-C, Right-C, Up-C

Low gravity: Left-C, Left-C, Up-C, Left-C, Right-C, Up-C, Up-C, Up-C

Shift camera to the left: Right-C, Down-C, Right-C, Down-C, Up-C, Up-C, Right-C, Left-C

Hercules spell (big Glover): Down-C, Down-C, Down-C, Left-C, Left-C, Down-C, Right-C, Left-C

Frog spell (turn people into frogs by pressing R): Down-C, Left-C, Down-C, Down-C, Left-C, Down-C, Up-C, Left-C

Open portals: Up-C, Right-C, Right-C, Down-C, Left-C, Down-C, Up-C, Right-C

Locate garibs: Left-C, Up-C, Right-C, Down-C, Left-C, Up-C, Left-C, Left-C

All cheats off: Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C

GoldenEye 007

Time Codes: Codes will be revealed by completing each level under a certain time, at a certain difficulty level. Here are the levels and times you need:

Level 1: **Dam-Paintball Mode-Secret Agent-2:40**

Level 2: **Facility-Invincibility-00 Agent-2:05**

Level 3: **Runway-DK Mode-Agent-5:00**

Level 4: **Surface-2x Grenade Launcher-Secret Agent-3:30**

Level 5: **Bunker-2x Rocket Launcher-00 Agent-4:00**

Level 6: **Silo-Turbo Mode-Agent-3:00**

Level 7: **Frigate-No Radar (Multi)-Secret Agent-4:30**

Level 8: **Surface2-Tiny Bond-00 Agent-4:15**

Level 9: **Bunker2-2x Throwing Knives-Agent-1:30**

Level 10: **Statue-Fast Animation-Secret Agent-3:15**

Level 11:

Archives-Invisibility-00 Agent-1:20

Level 12: **Streets-Enemy Rockets-Agent-1:45**

Level 13: **Depot-Slow Animation-Secret Agent-1:30**

Level 14: **Train-Silver PP7-00 Agent-5:25**

Level 15: **Jungle-2x Hunting Knives-Agent-3:45**

Level 16: **Control-Infinite Ammo-Secret Agent-10:00**

Level 17: **Caverns-2x RC-P90s-00 Agent-9:30**

Level 18: **Cradle-Gold PP7-Agent-2:15**

Level 19: **Aztec-2x Lasers-Secret Agent-9:00**

Level 20: **Egyptian-All Guns-00 Agent-6:00**

Bond Photos (via a GameShark):

This GameShark code reveals pictures, on the Selection Screen, of three of the four James Bond actors from the movies. Using a GameShark, create a new code called All Bonds (or any other name you like). Then enter:

A002B19B 00 _ _

For the two spaces, enter **01** to see Roger Moore, **02** to see Timothy Dalton or **03** to see Sean Connery. Begin your game with one of the codes on, and then begin a multiplayer game. Sadly, you can't play the Bond actors; the programming was removed from the game.

Secret Level Editor: Once you finish every single level in the game at the "00 Agent" difficulty setting (plus bonus levels 19 and 20), a special "007 Mode" will open. This is an Editor Screen, in which you can configure options such as Enemy Health, Enemy Damage, Enemy Accuracy and Enemy Reaction Speed!

Same Player in Multiplayer: Play in Multiplayer Mode using two of the same character. To do this, plug in four controllers. Enter Multiplayer Mode and select four characters with each controller, having players three and four be the duplicates.

Then go back to the Multiplayer Screen and unplug controllers three and four. Have players three and four choose the players where three and four were. Go back to the Multiplayer Screen once again and plug players three and four back in. Be sure to change the Player Option back to four. Now when you begin your match, there should be two of the same character!

Ken Griffey Jr's Slugfest

To get weeble wobble player: Go to the Create A Player option and type "CODE" for the first name and "WEEBLEMAN" for the last name. You will hear a confirmation sound.

To get big heads: Go to the Create A Player option and type "CODE" for the first name and "BIGGHEDZ" for the last name. You will hear a confirmation sound.

To get thin players: Go to the Create A Player option and type "CODE" for the first name and "TOOTHPICK" for the last name. You will hear a confirmation sound.

To get invisible players: Go to the Create A Player option and type "CODE" for the first name and "INVISIBLEMAN" for the last name. You will hear a confirmation sound.

To get Tick bodied players: Go to the Create A Player option and type "CODE" for the first name and "THETICK" for the last name. You will hear a confirmation sound.

To get little players: Go to the Create A Player option and type "CODE" for the first name and "LIDDLELEAGUE" for the last name. You will hear a confirmation sound.

To get big feet: Go to the Create A Player

STAR WARS EP. 1-RACER

Auto Pilot:

1. Enable the "Flying Trick" code (found on page 29).
2. Then while playing the game, press **R + Z** to activate auto pilot, where you only have to control the direction of your pod-racer.
3. Press **R + Z** to disable auto pilot and retain full control of your pod-racer.

1. LEASE ENTER YOUR INITIALS

2. PORS TVW

2. CONTINUE
 HESTATY RACE
 00:01
 GAME-CHEAT

3. Jor

option and type "CODE" for the first name and "BIGFOOT" for the last name. You will hear a confirmation sound.

To get a flat team: Go to the Create A Player option and type "CODE" for the first name and "STEAMROLLED" for the last name. You will hear a confirmation sound.

To play a CPU Vs. CPU game: Go to the Create A Player option and type "CODE" for the first name and "CPUVSCPU" for the last name. You will hear a confirmation sound. Now when you choose a 1P Vs. CPU game, the CPU will take over for the first player.

Fireworks Show: Choose any of the teams on exhibition mode, and press **Z** to view the stadium when the Stadium Select appears. Now press the **R** and **Z** buttons when viewing the stadium, and fireworks will appear behind home plate.

Home Run Griffey: This code only works when Ken Griffey Jr. is up to bat. While you are up to bat press **Left, Left, Right, Right, Right, Left, and Left** on the control pad. You must make contact with the ball after you enter the code to get a home run.

Legend of Zelda: Ocarina of Time

Hidden Pictures: Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there,

DREAMCAST CODES

King of Fighters Dream Match '99 Full Pause Screen:

Press the pause button (X) + Y. This will take you to the "PAUSE" screen for the match.

Online Customization

At the character selection screen, highlight the desired version of one of the fighting figures, then hold Start and press any button.

Yoshi Kurosawa
Terry Bogard
Andy Bogard
Joe Higashi
Ryo Sakazaki
Robert Garcia
Yuri Sakazaki
Mai Shiranui
Shin Kiba
Orochi Yashiro
Blaze Blue
Orochi Chao
Orochi Akari



10 Vitality Urns: NXCVSZ
1,000 Lives: GTTBHR
View Credits: CRVDTS
Ultimate Cheat: ZCHRRY
Exploding Boss: RCKMND

NASCAR 99

Hidden Announcer Car: To play as the commentator, Benny Parsons, just follow this method: On the Main Menu Screen, choose Single Race. On the Single Race Screen, down to "Select Track." Now choose the Richmond Track. Now move up and highlight Select Car Option. With this option highlighted, enter this code very quickly (within four seconds): **Up-C, Right-C, Down-C, Left-C, Z, Z, Z, L button, Z, Z.** The Benny Parsons car will now appear!

NBA Jam 99

Multiple Cheats: These codes to be entered after pressing Start to pause in the middle of the game:

Automatically make your next shot:

L button, L button, C-Up, L button,
L button, C-Up, L button, L button, C-Up, Z

Dunk from anywhere: L button, L button, C-Down, L button, L button, C-Down, L button, L button, C-Down, Z

Super push: L button, L button, Up (on D-pad), L button, L button, Up (on D-pad), L button, L button, Up (on D-pad), Z

Tie the score: L button, L button, Down (on D-pad), L button, L button, Down (on D-pad), L button, L button, Down (on D-pad), Z

Turn team on fire: L button, L button, Right (on D-pad), L button, L button, Right (on D-pad), L button, L button, Right (on D-pad), Z

Cancel activated cheats: L button, L button, Left (on D-pad), L button, L button, Left (on D-pad), L button, L button, Left (on D-pad), Z

NFL Blitz

Incredible Blitz Codes:

On the Team Vs. Screen, enter any of these codes with the Turbo, Jump and Pass buttons and then a direction on the control pad. Note: Some codes need to be entered by the second player as well, and are noted such.

0-4-0-Up: Huge Head

1-1-1-Down: Tournament Mode (2P)

3-2-1-Left: No Head

1-2-3-Left: Super FGs

1-2-3-Right: Headless Team

0-1-0-Up: Late Hits

0-5-0-Right: Big Football

2-0-0-Right: Big Head

5-0-0-Left: No Stadium

1-5-1-Up: No Punting

4-3-3-Up: Invisible

2-1-2-Left: Clear Weather

5-3-4-Down:

Lights Out

5-2-5-

Down:

Weather Snow

0-3-2-Left: Fast

Turbo Running

0-0-1-Down: Show FG%

0-1-2-Down: No CPU

Assistance (2P)

0-3-0-Down: Fog on

0-4-1-Down: Thick Fog

3-1-4-Down: Smart CPU

4-2-3-Down: No Random Fumbles

2-0-3-Right: Big Heads (team)

2-1-0-Up: No First Downs

RUSH 2

Big Mode

Choose the Big Mode. Very two... their cars, ... of ... during the countdown. When the ... the word ... will ... on the ... of the screen. If ... player who ... "It" ... his/her ... is hit by the ... other player ... will ... track of how ...



1-4-1-Right: Big Players
3-1-0-Right: Mall Players
1-1-5-Left: No Play Selection (2P)
0-4-5-Up: Super Blitzing
2-5-0-Left: Fast Passes
2-1-1-Left: Allows Out Of Bounds
5-1-4-Up: Infinite Turbo
2-3-3-Up: Power-up Teammates
3-1-2-Left: Power-up Blockers
4-2-1-Up: Power-up Defense
0-2-1-Right: Show More Field (2P)
1-0-2-Right: Hide Receiver Name
4-0-4-Left: Power-up Speed (2P)
2-2-2-Right: Night Game
5-5-5-Right: Weather: Rain
5-5-5-Up: Hyper Blitz
3-4-4-Up: No Interceptions
Hidden Players: When asked to Enter a Name for Record Keeping, choose "Yes." Now enter one of the names shown below and the pin number to access the following players. You will know that you entered them correctly if you hear the announcer say, "Lights out, baby!"

Turmel 0322	Mark Turmell
Sal 0201	Sal Divita
Jason 3141	Jason Skiles
Jenifr 3333	Jennifer Hedrick
Daniel 0604	Dan Thompson
Japple 6660	Jeff Johnson
Root 6000	John Root
Luis 3333	Luis Mangubat
Mike 3333	Mike Lynch
Gentil 1111	Jim Gentile
Brain 1111	Brain
Forden 1111	Dan Forden
Skull 1111	Skull
Carltn 1111	Headless Guy
Shinok 8337	Shinnok from MK

Raiden 3691: Raiden from MK
Other Secret Players: Enter these codes the same way as the ones above.

Thug 1111	Van 1234
Billz 0526	Zz 1221
Jimk 5651	Marka 1112
Ed 3246	Todd 1122
Mitch 4393	John 5158
Josh 4288	Ryan 029
Beth 7761	Brian 0818
Grinch 2220	Paulo 0517
Lt 7777	Nico 4440
Gatson 1111	Guido 6765
Rog 8148	Monty 1836
Shun 0530	Gene 0310
Paula 0425	Dbn 6969

NFL Quarterback Club '99

Cheat Codes: On the Main Menu, access the Enter Cheat Option and enter any of these codes:

Fat Players: MRSHMLLW
More Injuries: HSPTL
Skinny Players: TTHPCK
Turbo Running: SPTRTBMD
Opponents Score 0: RLSTN
Start with 12 points: SHTOUT
Alien Stadium: SCLLYMLDR
Huge Pylons: PWRPYLNS
Super-Size Football: BCHBLL
Unlimited Turbo: TRBMN
No Fumbles: STCKYBLL
Play in Slow Motion: FRRSTGMP
Downs: DBLDWNS
Cheat Teams: XTRTMS
Electric Football Mode: XTRVLTG
Always Fumble: BTTRFNRS
He's On Fire!!!: HSNFR
Pinball Mode: PNBLL
Fat Players: MRSHMLLW
Big Coin in Coin Toss: BGMNY
Flubber Ball: FLBBR
Land Mine Mode: PPCRNRTNS
Super Kickers: PWRKCKR
Rugby Mode: RGBY
Mega Injuries: HSPTL
Skinny Players: TTHPCK
Racquetball Mode: RCQTBLL
Superslippery Mode: SLPNSLD

NHL Breakaway 99

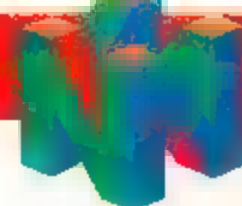
All Cheats: At the Main Menu Screen, quickly press **C-Left, C-Right, C-Left, C-Right, R, R.** A Cheat Menu Option will appear below the other menu items. Access this option to change the player types, sizes, checks and glass break percentage.

Nightmare Creatures

Cheat Menu: To access the Cheat Menu, access the Password Option from the Main Menu. On the Password Screen, enter the code **Left, Up, Down-C, Left-C, Right-C, Up-C, Left-C, Down.** A Cheat Menu will appear allowing you to choose your starting level. You will also have unlimited continues and the ability to play as a monster!

Off-Road Challenge Tracks and Trucks:

These codes will give you access to three new tracks and all-new Monster Trucks:
El Cajon Track: On the Track Selection Screen, hold **Up** on the control pad and press the **L+R** buttons simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold **Z** and press the **A** button.
Flagstaff Track: On the Track Selection Screen, hold **Left** on the control pad and press the **L** button. You'll hear an air wrench sound. Now highlight the Mojave track, hold **Z** and press the **A** button.



WWF ATTITUDE

To unlock these cheats, you must first win the championship belt. Then the following characters or tricks will be available:

Unlock Cheats:

Win European Belt

1. **Mero and Sable:** This unlocks the sexiest woman in the world and a sexy elementary wrestler.

2. **Survivor Victory:** This option makes the championship victory celebration more than they actually are.

3. **Trainer Cheat:** This will unlock the Trainer character who is equipped with some of the best moves and a lot of patience.

4. **New Custom Stuff:** If you figure out what this stuff is, let me know.

Win First Round of "King of the Ring"

1. **Kurrgan and Taka:** Brings two of the toughest and entertaining wrestlers. Take the place of the other two.

Win Survivor Series

1. **Scott Steiner and Shawn Michaels:** Two of the best wrestlers you can unlock. Two star players.

Win Intercontinental Belt

1. **Jaqueline and Chyna:** Bring these two ladies to your side. They're a perfect combination to defeat anyone.

2. **Extra Attributes:** You'll have some good for you. It's a cheat that makes 39 points in all!

3. **Head Cheat:** You'll have a good idea for all the wrestlers with this on.

Win Royal Rumble

1. **Paul Bearer and Jerry "The King" Lawler:** Two more to choose from.

Win Heavyweight Title

1. **Rocky Maivia:** Bring out the crowd's fanatics.

2. **Paul Al Snow's mannequin:** This is a wrestler.

3. **Ego Cheat:** Wrestlers' egos grow the crowd praises them.

Guadalupe Track: On the Track Selection Screen, hold **Down** on the control pad and press the **R** button. You'll hear an air wrench sound. Now highlight the Vegas track, hold **Z** and press the **A** button.

Monster Trucks: On the Truck Selection Screen, press one of the following **C** buttons to get the alternate Monster Truck:

Left-C = Thunderbolt

Right-C = The Crusher

Up-C = 4x4 Monster

Down-C = Punisher

Pilot Wings 64

Jumble Hopper: First, you must get to the third stage of the Jumble Hopper event. When you begin this stage, jump between the building you start on and the building in front of your starting position. The aim is to get through the doorway of the bluish-green building. This is best done by jumping against the building across from it, and landing right next to the open doorway. This is very difficult to do and requires a lot of practice. Once you have mastered this, you will be able to jump into the hallway (with much difficulty) and follow the path until it leads out into the street. Once you reach the street, you will notice that you have warped into New York! This is not very far from the goal. If you are good enough, you will be able to get a near-perfect score (depending on how many points were taken off during your journey).

San Francisco Rush

Change Car Appearance: These codes are done on the Car Select Screen. Back Tire Size: Press and hold **Right-C**, then **Left-C**, release and reverse. Car Size: Press and hold **Down-C**, then **Up-C**, release, then press **Up-C**, then **Down-C**. Release to activate the code. Drive Burning Hulk: Hold **Up-C** and press **Z, Z, Z, Z**.

Front Tire Size: Press and hold **Left-C**,

then **Right-C**. Release. Then press and hold **Right-C**, then **Left-C**. Release.

Turn Car Into Mine: Press **Right-C**, **Right-C**, **Z** button, **Down-C**, **Up-C**, **Z** button, **Left-C**, **Left-C**.

Secret Alcatraz Level

Go to the Start Game Menu and choose Circuit. Now on the Select Player Screen, choose the Just Play Option. The "Enter Code" Option will flash. Choose this option and put in this password as follows:

8DP5KG5L4G59P

G92WVCQY0DRDQ

After you enter this circuit-winning code, the Circuit Menu appears. Choose the option to Continue Circuit and let time run out while racing. You'll be rewarded with a Celebration Screen and the code to get the Formula 1 car. On the Car Select Screen: Hold **Left-C**, then **Z** and release them. Press **Left**. On the Setup Screen: Hold **Up-C**, then **Z** and release them. Press **Up**.

On the Car Select Screen: Hold **Down-C**, then **Z** and release them. Press **Down**, **L** button, **R** button. Now go back to the Select Track Screen and you will be able to choose Track 7, which is the Alcatraz Track!

S.C.A.R.S.

Cars and Cups: On the Option Settings Screen, move down to the "Password" Option and enter one of these codes for the results shown:

Crystal Cup - LGSSSX

Diamond Cup - CRKKYY

Zenith Cup - DZPKKK

Master Mode - PXPRTS

Scorpion Car - SDSSRT

Cobra Car - TRTLL

Cheetah Car - NRNNRR

Panther Car - YMSTTR

All Cars and Tracks - WLLVDD

Open All Secrets

At the Player Select Screen, press **Left, Up, Right, Down, Z, R, Down, Left, Up, Right**. Every cheat will now be opened.

Snowboard Kids 2

Hidden Stage and Cool Colors: On the Title Screen, press **Z, B, C-Up, Down** (D-pad), **Left** (Analog Stick), **Right** (Analog Stick), **Up** (D-pad), **R, Z, A**. You will hear an evil laugh if it is done correctly. Once you do this, you will open the ability to use the boards and levels in the game. Plus, you will be able to use all the hidden characters in Battle Mode!

South Park

All Characters in Multiplayer: From the Main Menu Screen, choose the Enter Cheat Option.

On the Secret Decoder Screen, enter **OMGTKKYB** as your code, and then press button **B**. The screen will say "All Characters Activated." Now, in Multiplayer Mode, go to the Character Select Option and you will see that all of the characters are open! Now you can play as the extra characters from the show such as Starvin Marvin and Big Gay Al!

Ultimate Cheat and More: To activate the ultimate cheat (all the cheats in the game) enter: **BOBBYBIRD**

For Level Select enter: **THEEARTHMOVED**

For Skinny Characters enter:

VEGGIEHEAVEN

For Big Headed Characters enter:

MEGGANOOGIN

For Credit Cheat (No game is without it!) enter: **SCREYOUUGUYS**

For Infinite ammo, enter the password:

FATTERKNACKER.

For All Weapons, enter the password:

FATKNACKER.

For Invincibility, enter the password:

ASSMAN.

For Pen and Ink Mode, enter the password:

PLANEARIUM.

Space Station Silicon Valley

Hidden Level: From the Saved Game Select Screen, press: **Down, Up, Z** button, **L** button, **Down, Left, Z** button, **Down**. If you did it correctly, you will hear a "ping" sound. If not, keep trying until you hear it. Select your saved game and the Zone Select ring will appear. Press **Left** to back up one zone and you will see the hidden level!

Star Wars Ep. 1-Racer

Debug Trick: To do the trick you need to go to an empty game file and push the "A" button. This will bring you to the screen where you would normally enter your initials. When in this screen hold down the "Z" button, while holding it down use the "L" shoulder button and type in "RRRANGENT." Now scroll over to the "end" option while still holding "Z" and hit the "L" shoulder button once more. At this point nothing will happen. Now, while still holding "Z," push the "B" button to exit the screen and then push "A" to bring you back into the Initials Screen. Now, while holding "Z" and using "L" shoulder button, type in "ABACUS." Scroll over to the "end" option and while holding "Z," push "L." It should say "OK." Now begin any saved game and start a race.

While in the race, pause the game. While on the Pause Menu push "Left, Down, Right, Up." The GAME CHEATS option should appear. From this screen you should be able to toggle invincibility, AI speed, Intelligence, Mirror Mode and Edit Vehicle Stats!!

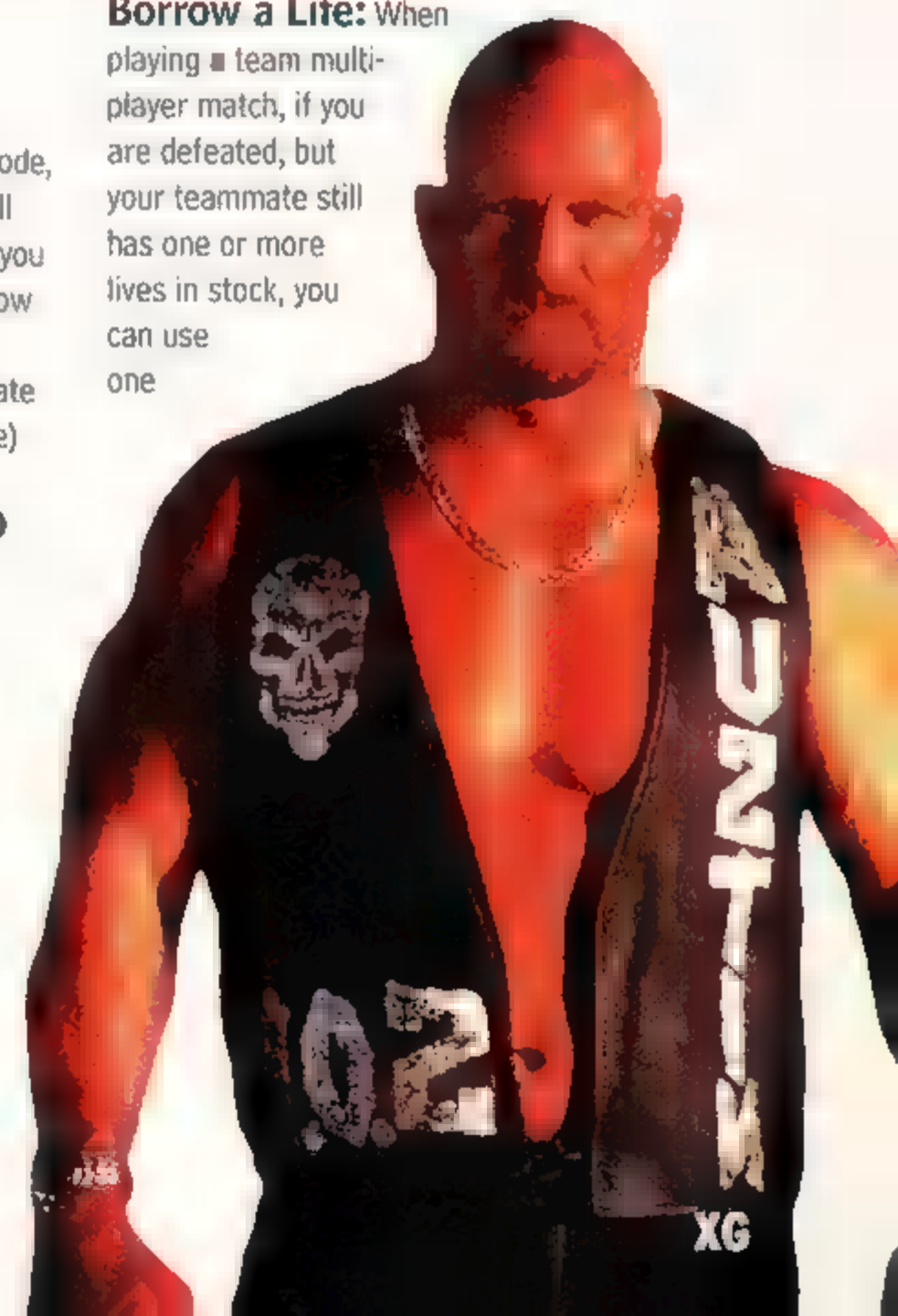
Insult The Favorite: To see a sequence where your racer and the favorite trash talk each other, press and hold the Z button before starting a race.

Superman

Mission Select: First begin a one-player game. Play until you get the option to save the game on the controller pack. Save the game, then reset. Select "Load Game" from the Main Menu, then choose the game that was saved. A prompt to insert a Rumble Pak will appear. Hold **L + B** for approximately one second, then press **A**. A Mission Selection Screen will appear that allows any mission to be played under the current difficulty setting. Note: The difficulty setting may be changed by entering the option screen from the Main Menu.

Super Smash Bros.

Borrow a Life: When playing a team multiplayer match, if you are defeated, but your teammate still has one or more lives in stock, you can use one





LAST YEAR'S STATS

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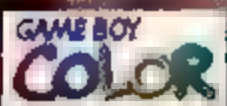
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—Nintendo Power

Best Sports Game of the Year

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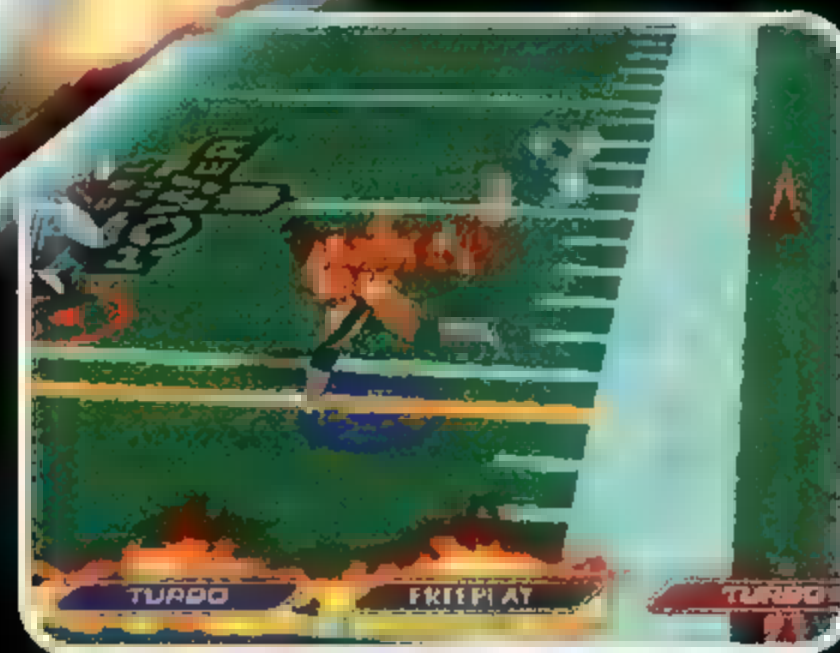


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PC image shown.

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"The new King
enters the ring!"

GamePro

 **RESTLEMANIA™**
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November 1999



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GAMESHARK CODES

Ape Escape

All Gadgets	8002823e2
Infinite Air	8002823e2
Infinite Health	800ec2c80001
Infinite	800ec2c80001

Bloody Roar 2

Infinite Health P1	80178a661020
Infinite Health P2	80178a661020
Infinite P1 Invul	80178a661020
Infinite P2 Invul	80178a661020
Infinite P1 Invul	80178a661020
Infinite P2 Invul	80178a661020

Buty 3D

Health	8002823e2
Infinite	8002823e2

Dead in the Water

Big Wave Mode	8010d8280005
Mode	800ab0180001
Amazon	800ab0180001
Enable	800a8
Bermuda	800a8
Kong	800a8
Enable Loch Ness	800a8
Infinite Wer P1	80113
Infinite Flamethrower P2	80113

Infinite P1	80113
Infinite P2	80113

Infinite Health P2	80113
Infinite Heat	80113
Invisio Ray P1	80113

Infinite Invisio	80113
Infinite Lightning	80113

Infinite P1	80113
Infinite P2	80113

Infinite Nitros P2	80113
Infinite Slicks P1	80113

Infinite Slicks P2	80113
Infinite Rockets	80113

Infinite Shields P1	80113
Infinite Shields P2	80113

Infinite Shocks P1	80113
Infinite Shocks P2	80113

Infinite Superbombs P1	80113
Infinite Superbombs P2	80113

Infinite Points-Tourna	80113
Infinite Points-Tourna	80113

Driver

Infinite Time	800c6e660001
Infinite Time	800c6e660001

Evil Zone

Infinite	800c6e660001
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Continued on Page 34

PLAYSTATION

3

Xtreme Hidden Characters & Tracks:

At the Main Menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter any of the codes as shown for various results:

Enter "VOUYEUR" at the Codes Screen to unlock all the Exhibition tracks.

Enter "TRIXXY" at the Codes Screen to unlock all the Freestyle tracks.

Enter "ASTROMEN" at the Codes Screen to unlock all the alien characters.

Enter "LUGNUT" at the Codes Screen to unlock Lugnut. Lug Nut is a Frankenstein skateboarder with 95% in all attributes.

Enter "BINK" at the Codes Screen to unlock Bink the alien skateboarder.

Enter "REDCAR" at the Codes Screen to unlock Red the car.

Enter "DOMINIQUE" at the Codes Screen to unlock Dominique. Dominique is a monster with 95% in all attributes.

Enter "NYUB" at the Codes Screen to unlock Nyub the alien rollerblader.

Enter "WHITECAR" at the Codes Screen to unlock White the car.

Enter "TP" at the Codes Screen to unlock TP. TP is a mummy with 95% in all attributes, with a bike called Pharaoh.

Enter "GEEP" at the Codes Screen to unlock Geep the alien biker.

Enter "BLUECAR" at the Codes Screen to unlock Blue the car.

Akuji: The Heartless

Debug Mode: Press Start to pause the game then hold L2 or R2 and press Left, Up, Up, Triangle, Right, Square, Left, Triangle, Up, Down, Right, Right. Then press X for the Debug Menu to appear. You can choose many options, including your starting level!

Invincibility: Press Start to pause the game, then hold L2 or R2 and press Right, Right, Left, Triangle, X, Up, Circle, Left. Akuji will be invulnerable to all hits.

Andretti Racing

Hidden Cars: Here are two codes to enter that will access higher performance cars for your next race. Just choose "Begin Career" and enter your name as: GO BEARS! or GO BRUINS! depending on what type of car you wish to race in. Then at the next screen choose from several performance cars with incredible records!

Extra Car Options:

Just begin a race and then press Start to pause. Select the option, "Race Statistics" and then press and hold buttons: L1 + L2 + R1 + R2 + X + Circle simultaneously. This should bring up a new menu full of car options you can adjust to modify your car to improve your racing ability.

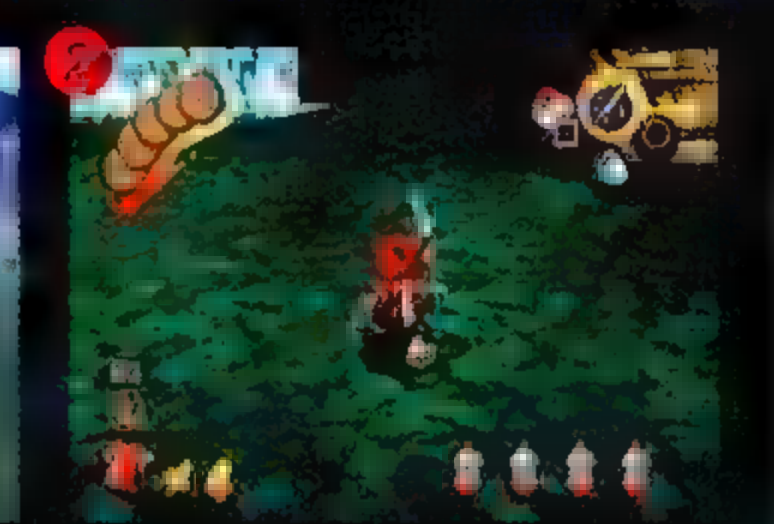
Armored Core: Project Phantasma

Views, Names and Emblems: Fixed

APE ESCAPE

Save Your Life:

After you fall off a cliff, press the Start button and then press Square to exit. Now you will go to the Time Station and begin at the level you left off with the same amount of lives you had before you fell off the cliff. Make sure you press the Start button before you fall too far!



Camera: Press and hold the Circle + X buttons simultaneously. While doing this, press Start. Press Start again to unpause the game and the camera will be in the "fixed" position. To return to the regular camera view, just pause and unpause the game one more time.

Cockpit View: Press and hold the Triangle + Square buttons down simultaneously. While doing this press Start. Press Start again to unpause the game and the camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpause the game one more time.

Change Pilot's Name: With "A.C. Name Entry" highlighted, press and hold the Select button. Then press the X button. You will now be able to change your originally registered pilot's name.

Emblem - Raven's Nest Wallpaper: While in "Edit Emblem," press and hold the L1 and R1 buttons and then press Select. The selected emblem will be tiled over the background.

Army Men 3-D

Invincibility and All Weapons: After you have started the mission, press the Start button to bring up the Pause Screen. These codes must be put in within about two seconds to work:

Make Sarge Invincible: Square, Circle, L1, L1 + L2 (Simultaneously).

All the Weapons: Square, Circle, R1, L1, R1 + R2 (Simultaneously).

Big Air

All Courses: On the Main Menu Screen, quickly press Right, Left, Right, Left, Circle, Square, Circle, Square. Then select any Freeride Mode to get the new courses.

Race against Mike Beallo:

From the Main Menu, quickly press Square(6x), Circle(2x). Then, finish the first track in World Tour Mode in first place to race against him in the next race.

Race against Shawn Palmer:

From the Main Menu, quickly press Square(8x). Then, finish the first track in World Tour Mode in first place to race against him in the

next race.

Race against Ian Spiro: From the Main Menu, quickly press Square(6x), Circle, Square. Then, finish the first track in World Tour Mode in first place to race against him in the next race.

Race against Nicola Thost: From the Main Menu, quickly press Square(7x), Circle. Then, finish the first track in World Tour Mode in first place to race against him in the next race.

Race against Ross Powers: From the Main Menu, quickly press Square(5x), Circle, Square(2x). Then, finish the first track in World Tour Mode in first place to race against him in the next race.

Race against Fabien Rohrer: From the Main Menu, quickly press Square(5x), Circle, Square, Circle. Then, finish the first track in World Tour Mode in first place to race against him in the next race.

TDS board: From the Main Menu, quickly press Right, Left, Right, Left, Square(2x), Circle, Square. Then at the Board Selection Screen, choose the Pitbull dog.

Accolade Board: From the Main Menu, quickly press Right, Left, Right, Left, Square, Circle(2x), Square. Then at the Board Selection Screen, choose the Pitbull dog.

Steve's Board: From the Main Menu, quickly press Right, Left, Right, Left, Square(2x), Circle(2x). Then at the Board Selection Screen, choose the Pitbull dog.

Daniel's Board: From the Main Menu, quickly press Right, Left, Right, Left, Circle, Square(2x), Circle. Then at the Board Selection Screen, choose the Pitbull dog.

Jimmy's Board: From the Main Menu, quickly press Right, Left, Right, Left, Square, Circle(3x). At the Board Select Screen, choose the Pitbull dog.

John's Board: From the Main Menu, quickly press Right, Left, Right, Left, Circle, Square(3x). Then at the Board Selection Screen, choose the Pitbull dog.

Big Air Board: From the Main Menu, quickly press Right, Left, Right, Left, Square(3x), Circle. Then at the Board Selection Screen, choose the Pitbull dog.

Fire Board: From the Main Menu, quickly press Right, Left, Right, Left, Square, Circle, Square(2x). Then at the Board Selection Screen, choose the Pitbull dog.

Angel Board: From the Main Menu, quickly press Right, Left, Right, Left, Square,



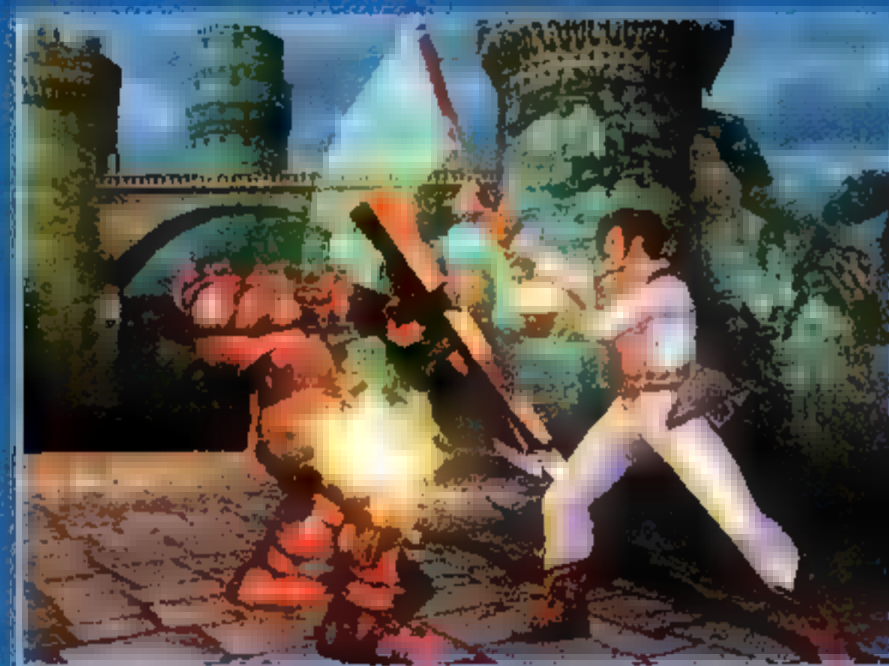
THIS IS THE HEART



TEEN
T
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GAMESHARK CODES

300A83780000
300A83770000
300A83790000

Evil Zone

Unlock All Extras	800A83DEFFFF
	800A83e0FFFF
	800A8302FFFF
	800A83e4FFFF

Lighting Maker

Health P1 32230800

NBA In The Zone 

7C0000
00
80091bd0000

NBA In The Zone '99

Score	150	80091a0c0096
Score		80091a0d0096
Score		80091bdc0096
Score		80091c000000
Score		80091e000000
Score	Scores 150	8009197f0096
Score		800918cc0096
Score		800918000000
Infinite Shot Clock		800918000000

Need For Speed: High Stakes

All Gold
 80115f80101
 80115f840101
 80115f860101
 80115f88
 80115f8a0101
 80115f8c0101
 80115f8

Blue Ocean: The Second Story

[illegible]

Circle, Square, Circle. Then at the Board Selection Screen, choose the Pitbull dog.


Bust-A-Move 4

More Puzzles: You'll get an entirely new set of levels when you enter this code. At the Title Screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the Game Menu, choose Puzzle and then pick Arcade. Choose your difficulty level and then you'll be able to play a plethora of stages!


Enter these codes quickly at the Title Screen while the words "Press Start Button" flash:

All Characters: Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm that it worked.

Tarot Reading: Up, Triangle, Down, Triangle, Up (this opens in the Option Menu). You will hear a cheering sound to confirm that it worked.

Talk Demonstration: Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. (You must have put in the  Characters and Tarot Reading first, for this to work.) You will hear a cheering sound to confirm that it worked.

Bust A Move 99

New Puzzles: At the Title Screen where it tells you to "Press Start Button," press Circle, Left, Right, Circle. You should  an enemy in the bottom-right corner of the screen if you did it right. Now press Start and go into Arcade Mode. Choose "Puzzle" from the Game Select Screen. Choose your difficulty and your character. Now pick your starting level (A or B) and you will have new puzzle challenges!

Civilization 2

Money Code: After you create your first city, go to the "City" Option and access it. In the City Screen, choose "Rename" and enter the name of your city as shown: CasH When you enter the upper H, be sure to hold the R1 button at the same time. Instead of 50, you will start out with almost 30,000 gold! Repeat this code once your money gets low again.

Cool Boards 3

Cheat Names: Enter each cheat below a name in Tournament Mode to get the various results.

WONITALL: Access to every course

OPEN_EM: Access every boarder and board

BIGHEADS: Get huge heads

Croc ■

Max-Out Your Crystals: On Title Screen, hold down L1 and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the code, begin your game and hold R2 and press Square to add 100 crystals. You can add as many ■ you like (press the same button sequence) for a maximum of 9999!

Duke Nukem: Time To Kill

Appearance and Cheat Codes:

To change Duke and the enemy's appearance, pause the game and enter one of these codes:
Big Head Duke: R1, R1, R1, R1, R1, R1, R1, R1, Up
Tiny Head Duke: R1, R1, R1, R1, R1, R1, R1, R1, Down
Big Head Enemies: R1, R1, R1, R1, R1, R1, R1, R1, Left

Note: ■ you have Big Head Duke and want it to be Tiny Head, then just enter the Big Head code again. Duke's head will shrink back to normal and you can put ■ the Tiny Head code. Otherwise, it will not work. Do the same for Tiny to Big. Pause the game and enter these codes at a slow but even pace. If you enter them too fast, they might not work.

Infinite Ammo: L, R, L, R, Select, L, R, L, R, Select

All Weapons: L1, L2, Up, L1, L2, Down, R1, Right, R2, Left

All Inventory: R1 x 5, L2 x 5

All Keys: Up, Right, Up, Left, Down, Up, Right, Left, Right, Down

Invisible: L1, R1, L1, R1, L1, R1, L1, R1, L1, R1

Double Damage: L2, R2, L2, R2, L2, R2, L2, R2, L2, R2

Temporary Invulnerability: R1, L2, L1, L2, R1, L1, R1, L2, L1, L2

Super Weapons: Right, Right, Left, Right, Right, Left, Right, Right, Left, Select

Level Select: While playing, pause the game and press Down nine times and then press Up. It should say Level Select. Now quit the game, and ■ the Main Menu, you will ■ a new option that says "Time To Kill." Select it and press Right ■ Left to choose the level you want to go to. Press X to start playing.

Eliminator

Various Cheats: Enter these cheats from within the ID Selection Screen in the menu.

Secret Level: Cheat word "WAKYLEVL" When the secret level is activated ■ other cheats should be canceled. The player must shoot the Bonus Pod and reach the end of the level to progress to the next level. If you haven't killed the pod when he gets to the end of the level, the game will be over. The player must reach the end of the Secret Bonus Level to reach the Secret Boss Level.

Invulnerability: Cheat word "CLEVALAD" When Invulnerability is flagged the player will not take any damage. (Do not have the shield effect on when using this cheat.)

Max Primary Weapons: Cheat word "GUNCRAZY" When the Maximum Primary Weapons cheat is activated, all primary weapons will be at full strength.

Max Secondary Weapons: Cheat word "MAXMEOUT" When the Maximum Secondary Weapons cheat is activated, all secondary weapons have ■ ammo limit of 99.

Cadillac Car: Cheat word "NEWWEELS" When the cheat car is flagged, an extra car is added to the in-game "Ship Select" Screen. The player can now choose Caddi, which will be set ■ with the best setting ■ ship can have.

Max Out Time: Cheat word "WAITABIT" On collection of each time pickup, you will be given ■ minutes, regardless of what time the pickups actually show.

Fisherman's Bait

Total Count List: On the Title Screen, press Up, Up, Down, Down, L1, R1, L1, R1, X, Circle. Then press the Start button. Go to Options. On the Options Screen, press Select. If you have done the code correctly, you will see a "Total Count Screen."

This will display the total number of games played, number of line breaks, lost fish, and the totals for all types of fish caught.

Gex 3: Deep Cover Gecko

Debug Menu: Press Start to pause the game in the middle of play. Hold R2 and press

BUGS BUNNY: LOST IN TIME

1 At the "Era 5 input" screen, move to a level that has a square mark and make a certain number of circles to square. 2 Now hold $\square + R1$ and press X, turning R2 to a circle to square. All the steps will now be reversed up! 3



Up, Circle, Right, Up, Left, Right, Down. A confirming sound should be heard if done correctly. While playing, press Select to see the Debug Menu. Within this menu is the option to choose your starting level and more!

Invincibility: To make GEX invincible, press Start to pause the game and hold L2. With L2 held, press Down, Up, Left, Left, Triangle, Right, Down. Now you won't lose any paws when you are hit!

Blabbermouth GEX: To hear all of GEX's phrases, press Start to pause the game and hold L2. With L2 held, press Down, Right, Left, Circle, Up, Right. Press the Select button to hear GEX's comments whenever you want.

Grand Theft Auto: Director's Cut

Ultimate Cheat: To get the coolest cheat for the game, go to the Player Selection Screen and choose to rename your character with the Square button. Delete the current name and put in HAROLDHAND. Once you do, your picture will be changed into a parrot. Now you will get all levels, weapons, ammo, 9,999,990 points, no cops, armor, coordinates and 99 lives!

Heart of Darkness

All Levels and Cinemas: With the game off, make sure you have ■ controller in port two. Now hold down all **four Shoulder buttons**. Turn the game on and when you get to the Main Menu Screen, access the Options Screen (while still holding the four buttons). From the Options, you'll go to the Treehouse.



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GAMESHARK CODES

Position	Stats
	8009ab1270f
	3009ab2800ff
Code (MUST BE ON)	
	€100000000000
	80061c
	80061caeac62
	d0061ca40010
	40010
	d0061ca40010
	80061cb80001
	40010
	d0061ca40010
	80061cc00009
	d0061cc21000
	d0061cc40010
	d0061cc40010
Infinite	8009bft1b9a
Infinite SP/All Characters	8007ea962400
Save	

Street Fighter Alpha 3

Hit Death	
Hit Death P2	
5800001	
Health	
Guard	801944c00050
Max Guard Bar P2	49080050
Max Guard Bar P2	801944020090
Max Guard Bar P2	8019484a0090

Street Fighter Collection 2

Health P1	
Infinite Health P2	

Tekken 3

Loses	200a961e0001
Gains	3000001
Loses	210a961e0001
Loses	200a961e0001

Warzone 2100

Infin	
Decreases	

From there go to "Load Game" and you'll have access to all levels and cinemas!

Hello Kitty's Cube Frenzy

Bonus Options: When "Push Start" appears at the Title Screen, press Up, Up, Down, Down, Left, Right, Left, Right, Down, Up. If you entered the code correctly, you will hear a sound. Then, press Start to access options including hidden modes and viewing the ending FMV sequences.

Invasion from Beyond

Level Select: At the Press Start Screen, enter L1, R1, L2, R2, Triangle, X, Circle, Square(2), Circle, X, Triangle. Go to the Main Menu Screen to select any level in the game.

All Ships, Weapons and Upgrades: At the Press Start Screen, enter L1, R1, L2, R2, Up, Down, Right, Left(2), Right, Down, Up for all ships, weapons and upgrades.

Irritating Stick

Extra Lives: At the Mode Select Screen, highlight "1P Play" and press Right the D-pad four times. Highlight "Tournament" and press Right on the D-pad time. Highlight "Course Edit" and press Left on the D-pad twice. Highlight "Option" and press Left the D-pad six times. Now highlight "1P Play" and press X. You will hear the crowd cheer confirm the code. Now you will begin the game with seven lives instead of three!

Lode Runner

Multiple Tricks: Level Warp - In the middle of play, hold L2 or R2 and press one of the corresponding buttons to warp to a different level: Circle = Forward one level
Square = Back one level
Triangle = Forward 15 levels
X = Back 15 levels

Extra Lives: On your last life, press Select and go to "Restart." When the level reappears, you will begin it with five lives.

See the Cinemas: On the Main Menu, move down to Options. With Options highlighted, take controller two and use the key shown below to combine buttons for different level cinemas:

[R2=1, L2=2, R1=4, L1=8]
While holding the combination of buttons, press X to access that cinema. For example: If you wanted to see the Level 3 cinema, you would hold R2 + L2 and then press X, all on controller 2.

Faster Gameplay: Choose "The Legend Returns" from the Main Menu Screen. Highlight "1 Player" the next screen and hold R2. Then press the button. The game will now be playing faster than before.

Lunar: Silver Star Story Complete

Lords of Lunar Mini-Game: Insert the "Making Of Lunar" disc. Then when the video sequence of the making of game begins, press Up, Down, Left, Right, Triangle, Start. You will then be taken a new Title Screen called, Lords Of Lunar! You and one other player can battle against six computer players. You can choose your character for the castle you defend, set up your options and more!

Madden NFL 99

Cheat Codes: the Main Menu Screen, move down, highlight and access the "Code Entry" Option. On the Code Entry Screen, press X New Code Option. Enter any of the codes for the results shown:

New Teams:

BESTNFC - All Stars NFC
AFCBEST - All Stars AFC
BOOM - Madden '98 Team
IMTHEMAN - Stats leaders
PEACELOVE - All '60s team
BELLBOTTOMS - All '70s team
HEREANDNOW - All '90s team
TURKEYLEG - Madden All-Time Greats
THROWBACK - 75th anniversary team
GEARGUYS - NFL equipment team
WELCOMEBACK - '99 Cleveland Browns
INTHEGAME - EA Sports Team Secret

Stadiums
EA STADIUM - EA Sports
DOGPOUND99 - Cleveland
THEHOGS - RFK Stadium Washington, D.C.
NOTAFISH - Old Miami
SOMBRERO - Old Tampa
FOR RENT - Astrodome
OURHOUSE - Tiburon
STICKEM - Original Oakland

Metal Gear Solid

Sneak's Tuxedo: To play as Solid Snake in a Tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

MLB 2000

Heavy Hitter: Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.

Monster Seed

All Monsters See Ending

All Monsters: To get all monsters, go to the Menu Screen at the Soulin Monster Ranch and highlight "Buying Monster." Enter R2, R1, L2, L1, R1, R2, L1, L2, L2. You'll hear a confirming sound let you know it worked. You select from different monsters and rulers, rogues and huntsmen.

See Ending

To the ending without beating the game, at the Title/Main Menu screen enter L2, R1, L1, R2, L2, R1, L1, R2, R2. You will hear a sound to confirm that worked. A new menu option called "Ending" will appear underneath the others. Accessing it will get you to the ending of the game.

Mortal Kombat Hidden Cheat Menu:

From the Main Menu, choose Arcade and 1-on-1 Kombat. Begin a game with two players. Have both player one and two choose any character. At the Versus Screen, enter this Kombat Kode: **302-213**. After you begin your match, press Start to pause and choose "Quit." Back at the Main Menu, go into the Options Screen. Now highlight the "Vs. Screen Enabled" option and hold **Block + Run** simultaneously for about 10 seconds or more. Eventually, you will hear a and the "Cheats" Menu will appear! You will now be able to turn on and off different sets of fatalities, level fatalities and endings in the game! To do an automatic fatality, just get to the point where it says, "Finish Him/Her" in the game, and then press **Down + High Punch** at the same time. Your character will then do the fatality

that was turned on in the Cheats Menu.

NASCAR 99

Play as Announcer's Car: From the Main Menu Screen, choose the Single Race Option. On the Race Setup Screen, choose the Select Track Option. Now select the Richmond track. Move up and highlight Select Car and enter this code within four seconds: **R2, R2, L1, L1, L2, L2, R1, R1, R2, L1**. You will hear a sound and the Benny Parsons car will appear!

Nectaris: Military Madness

Story Passwords: Here are the New Story Codes for the game. Enter the following at the Password Screen:

- | | |
|------------|-------------|
| 1. RANDAL | 2. HUNDRA |
| 3. CINBER | 4. MARLIN |
| 5. BAYARD | 6. WEBLEY |
| 7. PARKER | 8. MERKEL |
| 9. ITHACA | 10. BAIKAL |
| 11. SAVAGE | 12. VALMET |
| 13. MAUSER | 14. KIMBER |
| 15. BISLEY | 16. MEANEC |
| 17. LADNAR | 18. ARDNH |
| 19. REBNIC | 20. NILRAM |
| 21. DRAYAB | 22. YELBEW |
| 23. REKRAP | 24. LEKREM |
| 25. ACAHTI | 26. LAKIAB |
| 27. EGAVAS | 28. TEMPLAV |
| 29. RESUAM | 30. REBNIK |
| 31. YELSIB | 32. CENAEM |

Need For Speed III

Open Cars, Tracks, Etc.: From the Game Setup Menu, highlight and access the Options. Move down to User Name and enter the following passwords:

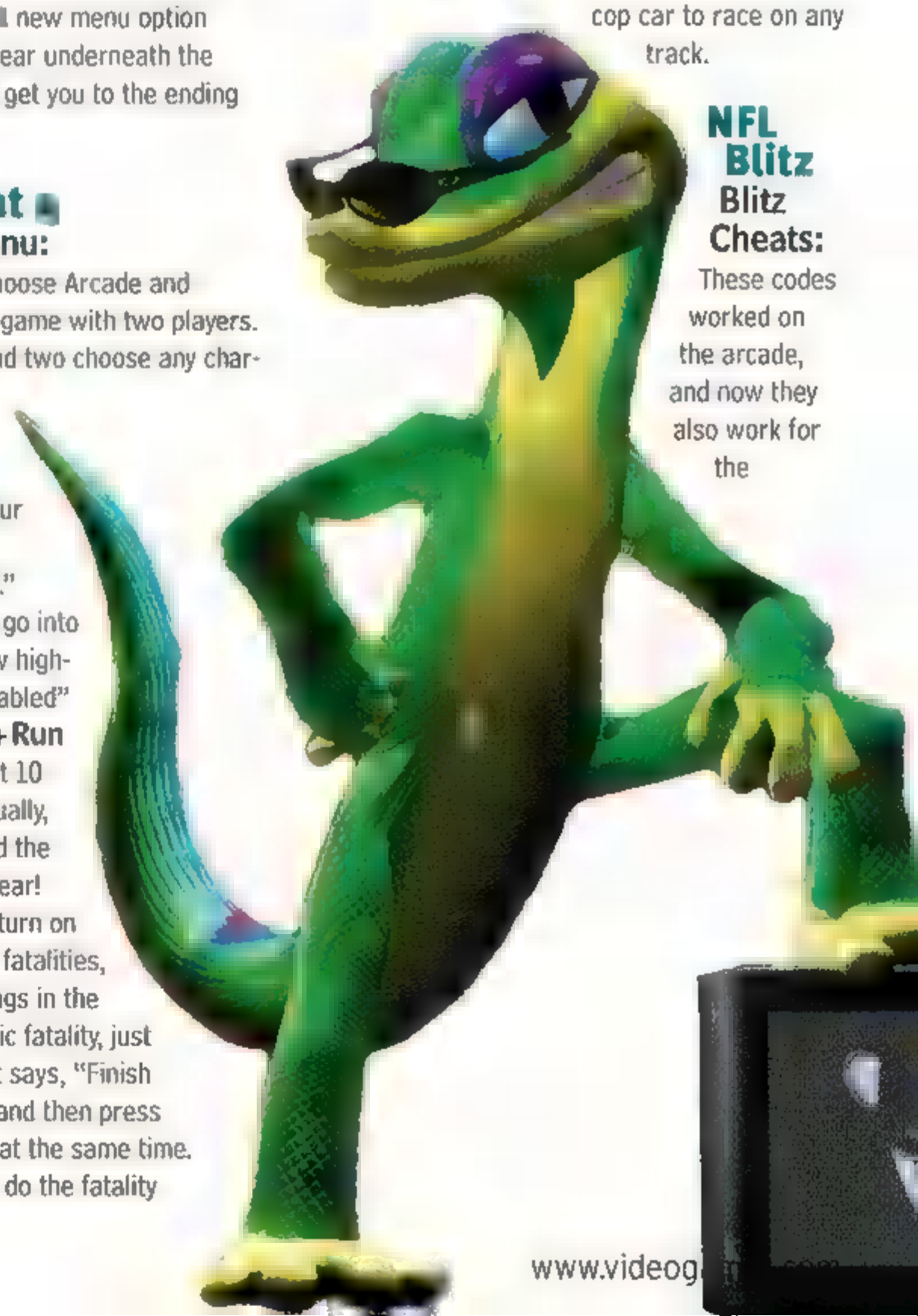
SPOILT: This gives you all the regular cars and tracks.
1JAGX: Open the Jaguar XJR-15 Bonus Car
AMGMRC: Get the Mercedes-Benz CLK GTR

Need For Speed: High Stakes

Cop Code: Enter the Game Option Screen and select the User Name Option. Put in the name: **NFS_PD**. This will allow any unlocked cop car to race on any track.

NFL Blitz Blitz Cheats:

These codes worked on the arcade, and now they also work for the

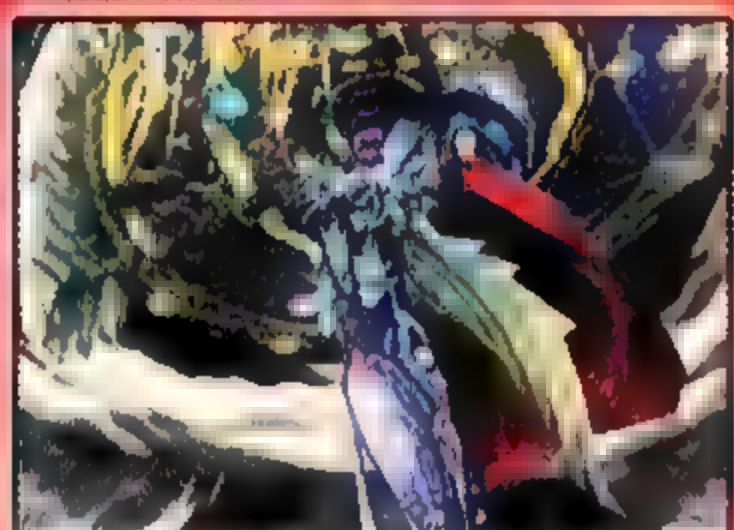


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HIDDEN QUESTS



SPECIAL ITEMS



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TAKE YOUR GAME FURTHER

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WARZONE 2100

Cheat Mode:

First, you must hold the Start button on controller two and power on the PlayStation. Continue to hold the button until the Main Menu appears. Then at the Main Menu Screen or while the game is paused, press L1, R1, R2, L1, Select, Start to enable cheat mode. You will know it worked if the Menu options for Campaign 2 and 3 are unlocked. Now the following codes may be enabled:

Enable Level Skip: While playing the game, press L1 on controller two.

Enable God Mode: While playing the game, press L1 on controller two.

This also lets you see all the units in the field.

Infinite power: While playing the game, press Circle on controller two.

Enable All Items: While playing the game, press X on controller two.

Enable Super Unit Strength: While playing the game, press Up on controller two.

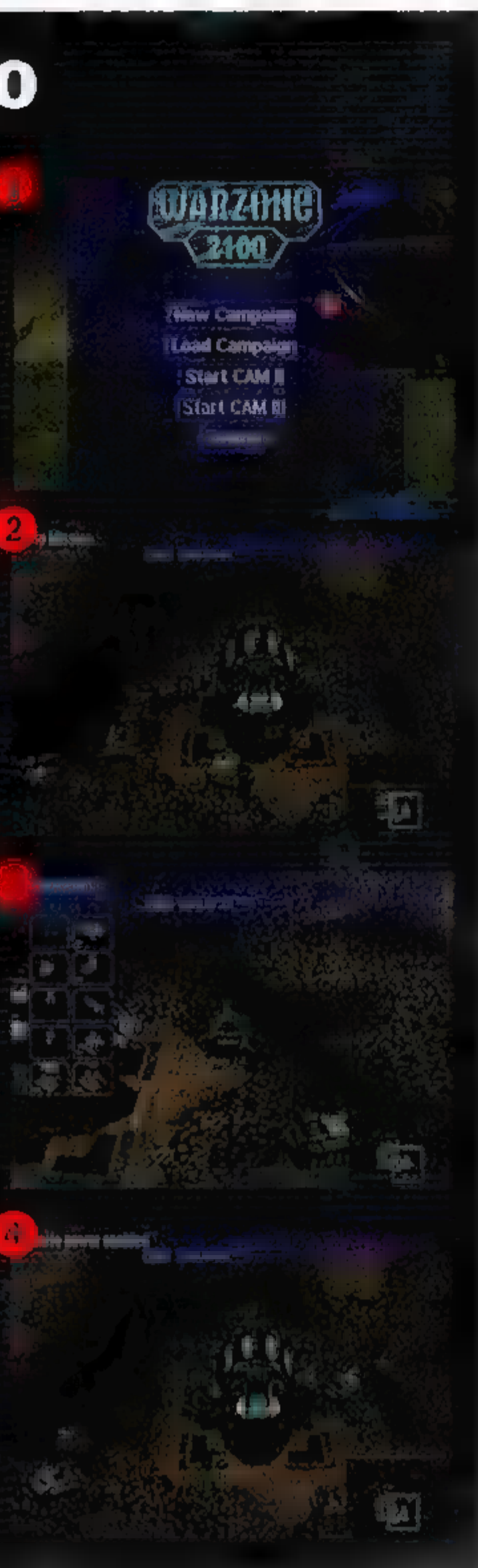
Enable Weak Unit Strength: While playing the game, press Down on controller two.

Current Research Completed: While playing the game, press Left on controller two.

Additional Structures: While playing the game, press Right on controller two.

Additional Units: While playing the game, press R2 on controller two.

Enable Debug: While playing the game, press Left on controller two.



PlayStation arcade version! Enter the following codes during the Vs. Screen. Some codes may not work in one-player games and some two-player codes may require both players to do the code.

For No CPU Assist press **Jump (1X), Pass (2X)** and pad **Down**. (Two-player Mode only)
To Show More Field press: **Jump (2X), Pass (1X)** and pad **Right**

For Fog On press: **Jump (3X)** and pad **Down**

For Fast Turbo Running press: **Jump (3X), Pass (2X)** and pad **Left**

For Huge Head press: **Jump (4X)** and pad **Up**

For Thick Fog press: **Jump (4X), Pass (1X)** and pad **Down**

For Super Blitzing press: **Jump (4X), Pass (5X)** and pad **Up**

For Big Ball press: **Jump (5X)** and pad **Right**

To Hide Receiver Name press: **Turbo (1X), Pass (2X)** and pad **Right**

For Tournament Mode press: **Turbo (1X), Jump (1X), Pass (1X)** and pad **Down**

For Random Play Choice press: **Turbo (1X), Jump (1X), Pass (5X)** and pad **Left**

For Super Field Goals press: **Turbo**

(1X), **Jump (2X)**, **Pass (3X)** and pad **Left**
For Big Players press: **Turbo (1X), Jump (4X), Pass (1X)** and pad **Right**

Cheat Codes

On the Team Vs. Screen, enter any of these codes with the **Turbo**, **Jump** and **Pass** buttons and then a direction on the control pad. Note: Some codes need to be entered by the second player as well, and are noted as such.

3-2-1-Left	No Head
1-2-3-Right	Headless Team
0-1-0-Up	Late Hits
2-0-0-Right	Big Head
5-0-0-Left	No Stadium
1-5-1-Up	No Punting
4-3-3-Up	Invisible
2-1-2-Left	Clear Weather
5-2-5-Down	Weather: Snow
0-0-1-Down	Show FG%
3-1-4-Down	Smart CPU
4-2-3-Down	No Random Fumbles
2-0-3-Right	Big Heads (team)
2-1-0-Up	No First Downs
3-1-0-Right	Small Players
2-5-0-Left	Fast Passes
2-1-1-Left	Allows Out Of Bounds
5-1-4-Up	Infinite Turbo
2-3-3-Up	Power-up Teammates
3-1-2-Left	Power-up Blockers
4-2-1-Up	Power-up Defense
4-0-4-Left	Power-up Speed (2P)
2-2-2-Right	Night Game
5-5-5-Right	Weather: Rain
5-5-5-Up	Hyper Blitz
3-4-4-Up	Interceptions

Hidden Players: When asked to Enter a Name for Record Keeping, choose "Yes." Now enter one of the names shown below and the pin number to access the following players. You will know that you entered them correctly if you hear the announcer say, "Lights out, baby!"

Turmel	0322	Mark Turmell
Sal	0201	Sal Divita
Jason	3141	Jason Skiles
Jenifr	3333	Jennifer Hedrick
Daniel	0604	Dan Thompson
Japple	6660	Jeff Johnson
Shinok	8337	Shinnok from Mortal K.
Raiden	3691	Raiden from Mortal K.
Mike	3333	Mike Lynch
Gentil	1111	Jim Gentile
Brain	1111	Brain
Forden	1111	Dan Forden
Skull	1111	Skull
Carltn	1111	Headless Guy
Root	6000	John Root
Luis	3333	Luis Mangubat

Other Secret Players: Enter these codes the same way as the ones above.

Thug	1111	Van	1234
Billz	0526	Zz	1221
Jimk	5651	Marka	1112
Ed	3246	Todd	1122
Mitch	4393	John	5158
Josh	4288	Ryan	029
Beth	7761	Brian	0818
Grinch	2220	Paulo	0517
Lt	7777	Nico	4440
Gatson	1111	Guido	6765
Rog	8148	Monty	1836
Shun	0530	Gene	0310
Paula	0425	Dbn	6969

NHL 99

Cheat Codes: Enter these codes at the Password Screen.

BIGBIG - All the players are big

BRAINY - All players have big heads

EAEAO - Activates the EA Blades Team

View Arenas

Enter these passwords to do a "fly-by" of the following stadiums:

ANA:	Arrowhead Pond (Anaheim)
BOS:	FleetCenter (Boston)
BUF:	Marine Midland Arena (Buffalo)
CGY:	Canadian Airlines Saddledome (Calgary)
CAR:	Greensboro Coliseum (Carolina)
CHI:	United Center (Chicago)
COL:	McNichols Sports Arena (Colorado)
DAL:	Reunion Arena (Dallas)
DET:	Joe Louis Arena (Detroit)
EDM:	Edmonton Coliseum (Edmonton)
FLO:	Miami Arena (Florida)
LOS:	Great Western Forum (Los Angeles)
MON:	Molson Center (Montreal)
NAS or NSH:	Nashville Arena (Nashville)
NYI:	Nassau Veterans Memorial Coliseum (New York Islanders)
NYR:	Madison Square Garden (New York Rangers)
OTT:	Corel Center (Ottawa)
PHI:	CoreState Center (Philadelphia)
PHO:	America West Arena (Phoenix)
PIT:	Civic Arena (Pittsburgh)
STL:	Kiel Center (St. Louis)
TOR:	Maple Leaf Gardens (Toronto)
VAN:	GM Place (Vancouver)
WAS:	MCI Center (Washington)

Ninja: Shadow of Darkness

Invincibility and Level Select:

Invincibility: Pause the game at any time and press L2, R2, L2 3 times, R2 3 times, then **Circle, Triangle, Square, Circle, Triangle** and **Square**. Listen for a chime to verify that you entered the code correctly. When you unpause, you'll now be a skeleton with infinite lives, energy, smoke bombs, magic potions and full scroll power! To revert back to a ninja, simply pause and re-enter the code. However, when you do, you'll get to keep all of the maxed-out items you got when you were the skeleton!

Level Select: Remove your memory card then turn on the PlayStation. When the screen says: "Checking Memory Card" quickly press L2, L2, L2, R2, R2, R2. The words "DELS LEVEL CHEAT ON" will briefly appear. Start a new game and you'll access the Level Select Menu.

Oddworld: Abe's Exoddus

Level Select: At the Main Menu hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.

View all FMVs: At the Main Menu hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right.

Invincibility: While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.

Next Section Warp: During the game, hold the R1 button and press **Circle, Circle, X, X, Square, Square**. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. Be warned: Skipping sections of the game will decrease the number of saved Mudokons in the game!

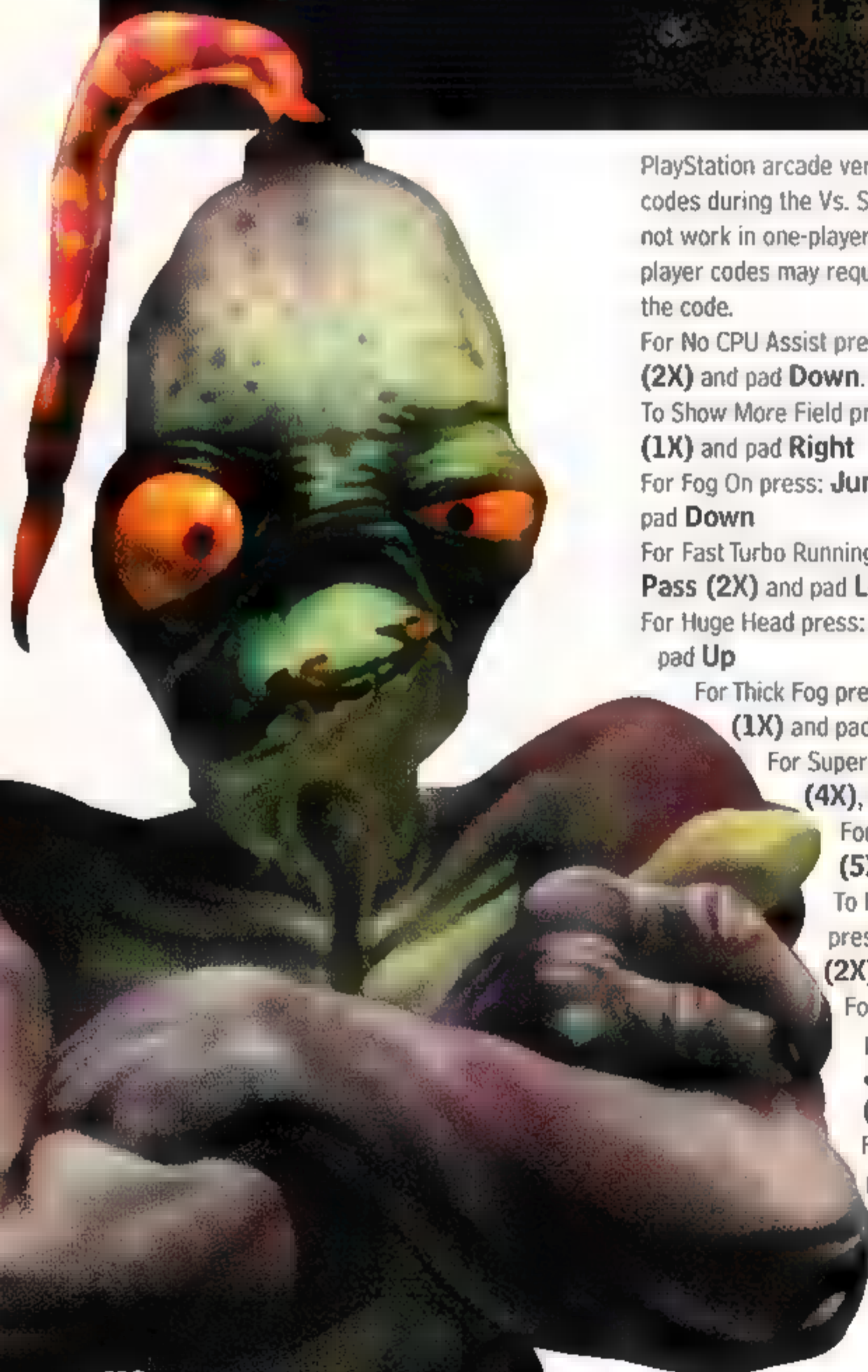
O.D.T.

Press Start to pause the game in the middle of play and enter these codes for the results shown:

Fill Health: Left, Right, Left, Right, Square

Fill Mana: Left, Right, Left, Right, Circle

Fill Ammo: Left, Right, Up, Down, Circle,



Square

Power-Up Weapons: R1, L1, R2, L2, Left, Right, Up, Down**Raise Abilities:** Square, Circle, Triangle, Select, Left**Fill Experience:** Circle, Square, L1, L2, R1, Select**Turn Off Monster Energy:** Triangle, Square, Circle, Triangle, Circle**50 Lives:** Triangle, Up, Circle, Right, Select, Square**Raise Level for Each Spell:** Down, Triangle, Select, L1, R1, Select

Pitfall 3D

Awesome Password Cheats: At the Title Screen, access the "Password" Option from the Main Menu. From the Password Screen, enter any of the following:

GIVEMELIFE: Adds 10 lives to the next game launched.

PLAYMOVIES: Plays all movies.

PITFALLCOMIC: Plays all of the original comic-style cutscenes.

STEVECRANEME: Gives the player 99 lives.

2DHARRY: Causes Harry to be displayed in 2D.

ZEROGHARRY: Causes Harry to float and twist in the game.

BIGHEADHARRY: Makes Harry's head really big.

STOPTALKING: Turns off in-game quips.

CREDITS: Password to gain access to the Credits sequence.

Special Credits Screen

Holding R1 at the end of the last credit

("Thanks to families" Screen) brings you to a Self-congratulatory Credit Screen.

Pool Hustler

Hidden Bowliard Mode: This trick will reveal the hidden "Bowliard" Mode.At the Title Screen, press **Up, Up, Down, Triangle, Triangle, X, X, Left, Right, Square, Circle**. Now go to the Main Menu Screen and you will see a new option in the middle called Bowliard, which combines the game of bowling and billiards.

Roll Away

Temporary

Invincibility: Enter the following code anytime during game-play:

Right, Down, L1, R2, R1, 0, Triangle, Square.

30 Extra Seconds in Time Trial Mode

Enter the following code anytime during game-play: 0, L1, Triangle, Triangle, 0, X, Triangle, Down. This only works once per level.

Warp to Bonus Stage: Enter the following code anytime during gameplay:

Triangle, Up, Triangle, L2, L1, L2, Square, X.

Clear Screen in Bonus Stage: Enter the following code anytime during gameplay:

Right, 0, Square, L1, Square, 0, 0, Square.

Extra 30,000 Points: Enter the following code anytime during gameplay:

Square, Up, Down, L2, R1, Triangle, X, Triangle.

Chess Pattern Background:

Enter the following code anytime during gameplay: L1, Circle, Left, Right, L2, Left, R2, R2.

Enable Motion Blur: Enter the following code anytime during gameplay: Right, Circle, L2, Circle, R1, Circle, Square, Circle.

FOOTBALL FURY 1999

Madden NFL 99

Cheat Codes: At the Main Menu Screen, move **Left** to highlight **Options**. On the Code Entry Screen, press **X** on New Code Entry. Enter any of the codes that are shown:**New Teams:**

ALLSTARS - All Stars Team

AFCBEST - AFC Best Team

MADDEN98 - Madden '98 Team

INTHEGAME - EA Sports Team

SECRET STADIUMS

EA STADIUM - EA Sports

CLEVELAND - Cleveland

RFK STADIUM - RFK Stadium

MIAMI - Miami

MIAMI - Miami

SOMBRERO - Tampa

FOR THE - Tampa

OURHOUSE - Tampa

OAKLAND - Oakland

NFL GameDay 99

Easter Eggs: From the Main Menu Screen, highlight **Options** and press **Left** to access the Options Menu. Press **Left** and **Right** to access the Easter Eggs menu. Press **Left** and **Right** in any of the following:

BIG BALLS - Huge

BLINDERS - No

BIG HITS - Huge

STEEL LEG - No

STICKEM - Tighter coverage

PRIME TIME - More celebration

DANCE - More running

STAMINA - No



POWERPUFF PATROL

**CARTOON CARTOON FRIDAYS**
7:30-11:00 PM (ET/PT).**CARTOON**
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CHOCOBO RACING

Secret Characters

This is the well-known to unlock secret characters. First, you must clear the Story Mode one time and then you can edit your own character from the default character. Each time the Story Mode is cleared, you can edit the default character. After you clear the Story Mode a second time, a screen will appear that says "A New Challenger Arrives." Now Squall will challenge you to race on his own secret FF Track. If you manage to defeat him, you'll get to use him and the special FF track in the Grand Prix Mode of the game. More characters will reveal themselves each time the Story Mode is completed. If you want to choose an additional character in the Select Racer Screen, you must move the cursor to Squall. Now hold the buttons as shown below while pressing X to unlock the racer:

- 1 time = Bahamut
- 2 times = Bahamut
- 3 times = Cloud (from Final Fantasy VII) [hold L1]
- 4 times = Cloud (from Final Fantasy VIII) [hold L1]
- 5 times = Cloud (from his own game) [hold R1]
- 6 times = Cactuar (from the Final Fantasy series) [hold R2]
- 7 times = Aps (police car from Parasite Eve) [hold L1+L2]
- 8 times = Onigiri (from Final Fantasy IV & V) [hold R1]
- 9 times = Aerith (from Final Fantasy IV & V) [hold L1+R1]
- 10 times = Jack (a guy?) [hold L1+R2]



Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada: To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire, or Ada), and you'll get to play as Chris Redfield!

Rogue Trip

Cheat Codes: To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the other codes as shown:

Enable Cheats: Press **L1 + R1 + R2 + Select** at same time when you first start the level.

Invulnerable: Press **L1 + R1** at same time, then press **Up, Down, Left, Right**.

Hornet's Nest

While stingers are selected, press First, you must enable the Cheat Mode. Press and hold **L1 + R1 + R2 + Select** in the middle of a game. Now enter this code after you have enabled the Cheat Mode (don't pause the game):

Infinite Weapons: Press and hold **L1 + R1**, then press **Up, Down, Up, R2**

Unlimited Jump: Press **Circle, Square, R2, X, Triangle, R2**.

Play as Big Daddy: Press **Triangle, Square, R2, X, Triangle, R2**. Then pick Challenge Mode and choose "Nuke York" as your level. Big Daddy will appear on the Character Select Screen.

Triangle + L2 + L1 + R1 + Left.

Hold these buttons until you see the text confirmation that it worked.

Blow up the Earth: Lay an upgraded lob bomb in the back corner within 100 ft of UFO wreck. Transport up to moon, then detonate the bomb. Debris from the Earth will pummel the moon. Eventually you'll be in weightlessness. It ruins the game, but it's fun!

R-Type Delta

Level Select: Use the bombs more than 10,000 times.

9 credits: Gain over three hours of gameplay.

Free Play Mode: Gain over six hours of gameplay.

Power Armor: Beat the game in "Human" or higher difficulty setting, or by playing the game more than 100 times.

Rushdown

Unlock all tracks: On the Main Menu Screen press **Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Circle, Triangle, Circle**. This will unlock all the tracks in the Arcade Mode.

S.C.A.R.S.

Cups, Cars and Modes: On the Title Screen, press **Start**. On the Player Select Screen, choose your number of players. On the Game Select Screen, highlight and choose the Options. On the Options Screen, choose Settings.

Now move down and highlight the "Password" Option and enter one of these codes:

GLASSX: Activates the Crystal Cup

ROCKYY: Activates the Diamond Cup

ZDPEAK: Activates the Zenith Cup

XPRTS: Activates the Challenge Mode

DESERT: Activates the Scorpion Car

RATTLE: Activates the Cobra Car

RUNNER: Activates the Cheetah Car

MYSTER: Activates the Panther Car

ALLVID: Activates the Codes

Spyro the Dragon

99 Lives: In the middle of the game, press the Select button and then press **Square (6x), Circle, Up, Circle, Left, Circle, Right, Circle, Start**. Then check your life counter and you will see that it has increased to 99!

Street Fighter Alpha

Battle Shin Akuma: You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, Select Final Battle Mode from the Main Menu Screen. On the Character Select Screen, press and hold **L1 + L2** and choose your fighter. Keep holding it until the VS. screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

Syphon Filter

Level Select: Pause the game, go into the Options Menu. Highlight the Select Mission option, then press and hold **Left + L1 + R1 + Select + Square + X**.

All weapons and ammunition:

Pause gameplay and highlight the "Weapons" Option. Hold **Right + L2 + R2 + Circle + Square + X** (in order). Note: Only the weapons normally available during the current level will become selectable.

Hard Mode: While on the "New Game" on the Title Screen, press **Left + L1 + R2 + Select + Square + Circle + X**.

You will hear Gabe say "Damn it!" when entered correctly.

When you start the first level, the screen will say "Hard Difficulty" under the area name.

Cinema Mode: When you begin the first level, go into the bar. When you get to the guy shooting at you from behind some crates, shoot him, then go into that room and out the window.

On the right is the fence and the elevator, on the left is an alley. Go down the alley and you should be in a street with flaming squadcars at the end.

On the left side are three doors.

Use the Sniping Mode to look up, and it should say THEATER above the right door. Go up to the door and pause the game. Keep MAP highlighted, then press and hold in this order: **Right + L2 + R1 + X**. Gabe should say, "Got it" after you enter the code.

When you press Start again, you should be in the theater. Enter either curtain and all the movies should appear. Press X to skip any of the movies and press Start to go back to the theater.

T'ai Fu: Wrath of the Tiger

Debug Menu: Start a game and finish any level to access the Map Screen. While there, press **Select + L1 + L2 + R1 + R2** to open the Debug Mode. Now you can choose any starting level in the game!

The following cheats are to be entered quickly at any time during gameplay (don't pause the game):

Enable Cheat: This code enables all of the following gameplay cheats - **R2, Triangle, R2, Triangle, Circle, X, Square**.

Full Chi Cheat: This code fills your chi bar - **R2, Triangle, R2, Left, Right, Square**.

Invulnerable Cheat: This code will make the player invincible to enemies - **R2, Triangle, R2, Left, Right, R2**.

Double Size Enemies

Cheat: This code will make all enemies appear twice their normal size - **R2, Triangle, R2, Left, Right, Up**.

Half Size Enemies Cheat: This code will make all enemies appear half their normal size - **R2, Triangle, R2, Left, Right, Down**.

Nine Lives Cheat: No matter how many times you are killed, you will always have nine lives - **R2, Triangle, R2, Left, Right, X**.

All Styles Cheat: This code will give you all fighting styles - **R2, Triangle, R2, Left, Right, Triangle**.

Full Health Cheat: This code will give you full health at any time in the game - **R2, Triangle, R2, Left, Right, Circle**.

Tenchu: Stealth Assassins

Debug Menu: While playing the game, press the **Start** button to pause.

While the game is paused, hold

L1 + R2. While holding **L1** and **R2** press **Up, Triangle, Down, X, Left, Square, Right, Circle**. Then release **L1** and **R2** and then press **L1, R1, L2** and **R2**. Now press **Start** and immediately press **L2 + R2** both at the same time.

If you do this correctly, a blue screen will appear and many options will be available like stage select, charged items, layout enemy, etc.

Tomb Raider III

Incredible Cheats, Secrets

and Level Skip: In the middle of the game without pausing, enter any of these cheats as shown:

All Weapons: **L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, L2, L2, R2, L2, L2, R2**. You will hear a scream.

Fill Energy: **R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, L2, L2**. You will hear her grunt.

Level Skip: **L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, L2**. Lara says, "No."

All Secrets (access All Halls): **L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2**. Lara will sigh.

Gives You Race Key at Lara's House:

R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, R2, L2, L2, L2, L2.



L2, L2, R2, L2, L2. Lara says, "No."

Triple Play 2000

Automatic Home Run: When at bat, hold L1+L2+R1+R2 and press Triangle, Square, Triangle, Circle, X, Square, Left, Right. You'll hear a thumping sound to confirm.

Automatic Strikeout: When pitching, hold L1+L2+R1+R2 and press Up, Down, Triangle, Square, Triangle, Circle, X, Square.

EA Dream Team: Start ■ Exhibition game. At the Team Select Screen press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. You should hear a voice to confirm entry.

Control camera: During play, hold L1+L2+R1+R2 and press Right, Left, Up, Down, Right, Left. You'll hear a sound to confirm. Use the following to control the camera...

D-pad	Move
L1+D-pad	Move faster
R1+D-pad	Turn
L2	Zoom out
R2	Zoom in
Triangle	Raise view
Square	Lower view

Announcer commentary:

During play, hold L1+L2+R1+R2 and enter the following...

Extensive Chatter: Up, Triangle, Right, Circle.

Batter Info: Left, Square, Up, Triangle.

Trivia Down, X, Right, Circle.

Weather X, Down, Triangle, Up.

Twisted Metal III

Infinite Specials: Enter L1, L1, R1, R1, R1. When you are back at the Main Menu begin a game and quit. When you begin a game again, you will have an unlimited amount of your character's special weapon.

Play as Minion: Enter Right, Right, Right, Left, Left ■ your password. You will return to the Main Menu. You can now select Minion at the Vehicle Selection Screen.

Play as Sweet Tooth: Enter Left, Left, Left, Right, Right as a password. You will return to the Main Menu. You can now select Sweet Tooth at the Vehicle Selection Screen.

Club Kid's House Level: Enter Left, Left, Left, Square, Square ■ password. You will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at Club Kid's House bonus level.

Warehouse Level: Enter Square, Square, Square, Left, Left as a password. You will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at the Warehouse bonus level.

Demo Level: Enter Up, Up, Up, Left, Left as a password. You will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at the Demo level shown in the background at the Main Menu.

Enable Memory Card: Enter Start, Start, Start, Start as a password. You will return to the Main Menu. Now configure your settings and begin a game. Before the game begins, you will be prompted to save.

More Cheats: These codes are to be entered at the Password Screen:

Smart seekers: Triangle, Left, Down, Right, Up (helps improve homing missiles).

Seeking Rain Missiles: Up, Down, Up, Down, Up.

Super Napalm: R1, R1, L1, L1, L1.

God Mode: L1, Square, X, R1, Start.

CPU ignores health power-ups: Down, L1, Down, Start, Triangle.

Unlimited Ammo: Triangle, Circle, Up, Right, Down.

ALIEN CODES

Alien Trilogy

Easy Mode: From the Password Screen, enter the code: iGoTP1NK8C1DB00TS0N. Then press the Circle button to choose the difficulty level. You will have unlimited ammo and invincibility.

Area 51

Krohn Hunter: In the middle of a game, shoot the first three members of the S.T.A.A.R. squad. The second will be the most difficult of the three. If you shoot correctly, the third guy will appear. The third guy will turn green as you are now looking at the head of the Alien!

Vigilante 8

Invincibility: From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the password: WMN. After pressing X, all of the vehicles will be revealed in Arcade Mode, including the '64 Luxo Saucer.

Vigilante 8

Invincibility: From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the password: WMN. After pressing X, all of the vehicles will be revealed in Arcade Mode, including the '64 Luxo Saucer.

I_WILL_NOT_DIE: You will now be invulnerable to all hits.

No Enemies: From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the password: GO_SIGHT-SEEING. This allows you to pick "no enemies" in Arcade Mode.

Lighter Cars: From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the password: REDUCE_GRAVITY. The vehicles will jump higher.

VR Baseball '99

Easy Outs: In the middle of a game against the computer, get to the part of an inning where you are playing in the outfield. A computer player must only be on first base for this trick to work. Have the pitcher throw the ball to the second baseman. Make the second baseman run out to the grass behind (above) second base. Then throw the ball to home plate. The computer player on first base will run toward second. Quickly throw the ball back to second base for an easy out.

THE DEXTERS



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GAMESHARK CODES

Cricket's Pocket Tales (Color)

Infinite Lives: 00000000
Infinite Ammo: 00000000

Bugs Bunny's Crazy Castle (Color)

Infinite Lives: 00000000
Max Keys on Pick Up: 00000000

Defender/Joust (Color)

Defender Infinite Lives: 0103c7d3
Joust Infinite Lives: 00010000

Frogger (Color)

Infinite Lives: 010555c1

Game & Watch Gallery 2 (Color)

Infinite Moves/Lives: 030082c1

GEX (Color)

Infinite Lives: 01053dd7
Infinite Energy: 00000000

HexCite (Color)

Inf. Hexagons: 00000000
Inf. Large Tri. P1: 00000000
Inf. Large Tri. P2: 0109c1d7
Inf. Small Tri. P1: 0109bfd7
Inf. Small Tri. P2: 0109bed7
Inf. Triangles: 00000000
Max Score: 00000000

Montezuma's Return (Color)

Infinite Lives: 00000000

NHL Blades of Steel

Away Team Scores 0: 00000000
Away Team Scores 50: 00000000
Home Team Scores 0: 00000000
Home Team Scores 50: 01300000

Pit Fighter (Color)

99 Gems: 00000000
99 Lives: 00000000
Infinite Lives: 01561bc6
Infinite Lives: 010518c6

Power Quest (Color)

Infinite Credits: 00000000
Infinite Credits: 00000000
Infinite Credits: 00000000
Infinite Credits: 00000000

Quest For Camelot (Color)

Infinite Lives: 00000000

Rugrats The Movie (Color)

Infinite Lives: 00000000
Infinite Time: 00000000

Super Break Out (Color)

Infinite Lives: 00000000

Twouble!

Inf. Lives: 00000000
Infinite Lives: 00000000

GAME BOY

Bust-A-Move 2: Arcade Ed.

Extra Puzzles: Press A, Up, B, and Down on the Title Screen to access more puzzles. If the code is entered correctly, a small figure will appear in the corner of the screen.

Castlevania II

Extra Lives: In the beginning of the game go to the Password Option and there will be four boxes. Press Up to scroll through the different icons. Put a candle in the first two boxes and a heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!

Sound Select: In the beginning of the game go to the Password Option. Put a heart in all four boxes. You will see a box that says "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!

Secret Password: Go to the Password Screen and put a heart in the first box, an eyeball in the second, a candle in the third and leave the fourth empty. Now press Start and you will be put in the beginning of Dracula's castle. Put in an eyeball, a heart, a candle and a heart in the boxes and you will be in the room with the final Boss, Dracula!

Donkey Kong Land 3

Bonus Stage: Go to the Cape Codswallow's level "Total Rekoil." When you begin the stage, jump toward the left to enter a bonus stage.

Faceball 2000

Level 01 to 10 Warp: When you get to the flashing section of wall at the end of the first level, turn 180 degrees and fire at the wall. The wall will disappear, revealing a clue item that will warn you that you are nearing the warp. Move forward and shoot the next wall to reveal another flashing wall. Walk into it to warp to level 10!

Level 10 to 20 Warp: As soon as you see the Level 10 exit, turn 180 degrees and fire at the wall. A new exit will open up that takes you straight to Level 20!

Game Boy Camera

Hidden Game:

On the Main Menu Screen, access the "Play" Option. When the Space Fever II game begins, don't shoot either of the first two icons (the ones that will take you to the D.J. or Ball game). Instead, wait for them to go away and play the space game until you get a high score of 2,000 points or more. Once you do this, exit the game and then go back into the "Play" Option again. This time, a question mark icon will appear in the middle of the others. Shoot

BUST-A-MOVE 4

Extra Puzzles:

- 1 On the Title Screen (while "Press Start" is flashing), press A, Left, Right, Left, A. An orange character will appear in the lower right-hand corner.
- 2 This reveals up to three puzzles for Puzzle Master!



this icon at the beginning of the game and you will be taken to a hidden game called Run! Run! Run! This game will also utilize your game face. If you get first place in the game, press the A button rapidly to raise the flag. Once it reaches the top, a crown will drop onto your head!

Go Go Tank

Seven Chances and Invincibility:

On the Title Screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right and Start. You'll have seven lives and seven continues. For invincibility, on the Title Screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left and Start.

Kirby's Dream Land

Special Config. Mode:

At the Title Screen, press and hold Down + B + Select. Using the control pad, you can choose different options. On the Sound Test, press A to enter it as you can listen to different sounds from the game.

Secret Bonus Game: On the Title Screen, hold Up + A + Select at the same time.

The word "Extra" will appear. Press Start to play the Bonus Game.

Kirby's Pinball Land

Fight Only Bosses:

At the Title Screen, press Right + Select + A + B at the same time. Now you'll see a black cat run across the High Score Screen. Press Start to begin your game and you will end up at a screen with the names of all the Bosses. Move Kirby to the star by the name of the Boss against which you want him to begin. Defeating three Bosses will let you face King Dedede!
Play Bonus Games
At the Title Screen, press

Left + B + Select. Start a new game. Go to any stage. You'll be at the bonus game of that stage!

Looney Tunes: Carrot Crazy

Level Skip: From the Main Menu Screen, access the Options. Now, enter the password: Taz, Elmer Fudd, Daffy Duck.

While playing the game, press Start to pause then press Select to skip to the next level.

Men In Black

Levitate Code: From the Command Center, highlight and enter the Access Codes Option. Now put in the password: 0601. The screen will say "ERROR." Press Start and you'll go back to the Command Center. Begin your game and while you're standing, press and hold Select + Up to float into the air. While in the air press Left or Right to move.

Acquire the Noisy Cricket Gun:

After entering the fly code, press the Select and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that'll knock you back if you stand still!

Skip Stages: Put in the password: 2409 and then begin a new game. To skip to the next level, press Start to pause and then press Select.

Montezuma's Return

Cool Codes: For unlimited lives, enter the code: ELEPHANT. To pass through doors without unlocking them, enter the code: SUNSHINE.

NFL Blitz

Blitz Codes: From the Main Menu Screen, choose Exhibition Mode and then pick your team. At the Matchup Screen, press the following buttons for the code results as shown:

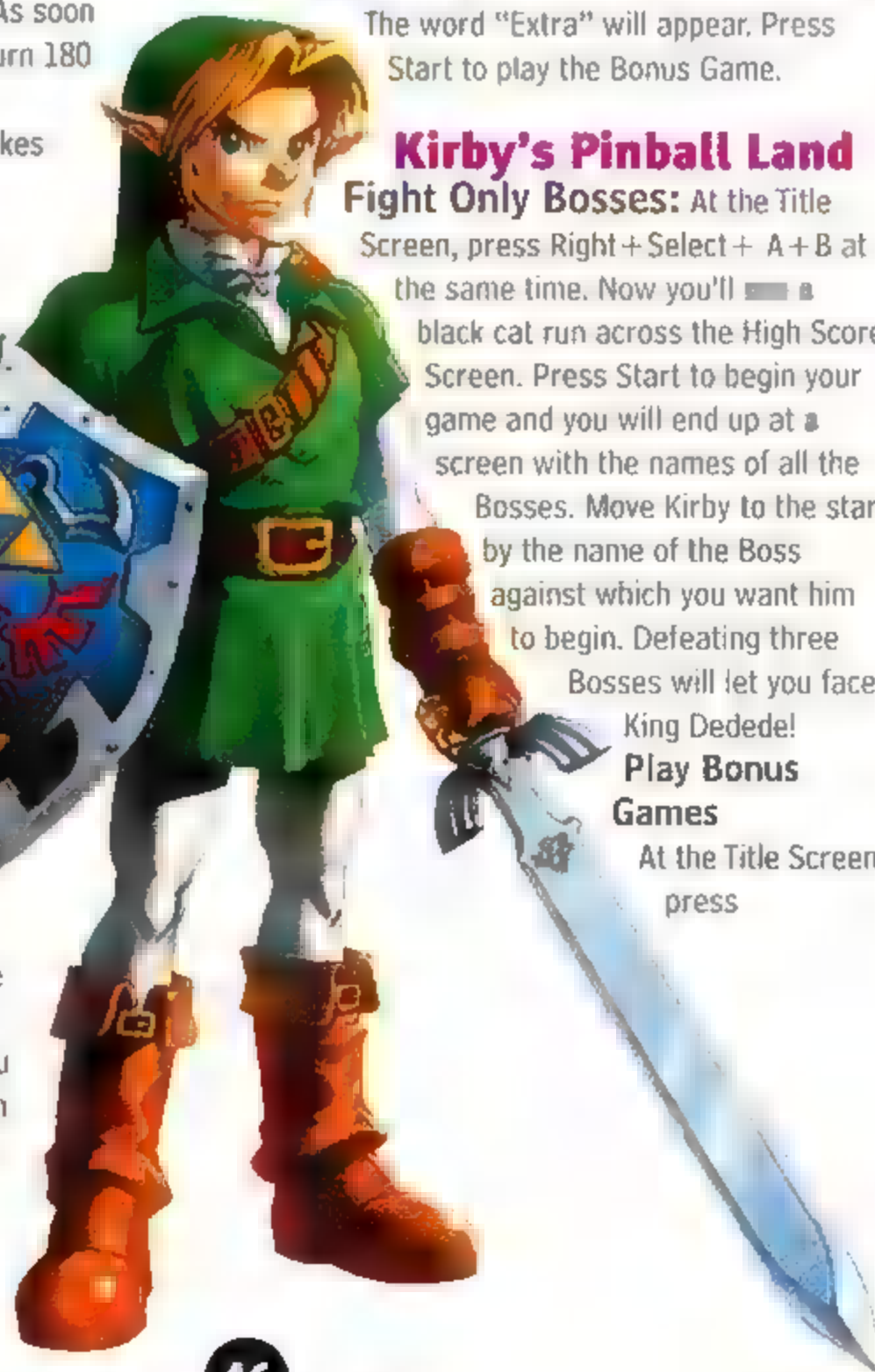
No Fumbles: Start, Start, Start, Start, B, B, A, A, A, Down

Infinite Turbos: Start, Start, Start, Start, Start, B, A, A, A, A, Up

Night Game: Start, Start, B, B, A, A, Right

No Pointer: Start, Start, Start, B, B, B, A, A, A, Left

Invisible Receiver: Start, Start, Start, Start, B, B, B, A, A, A, Up



Pocket Bomberman**All Power-ups and Area**

Passwords: Enter the password **5656** to start with all power-ups.

Area Passwords:

Forest World
Area 1 - **7693**
Area 2 - **3905**
Area 3 - **2438**
Area 4 - **8261**
Area 5: Boss - **1893**
Ocean World
Area 1 - **2805**
Area 2 - **9271**
Area 3 - **1354**
Area 4 - **4915**
Area 5: Boss - **8649**
Wind World
Area 1 - **0238**
Area 2 - **5943**
Area 3 - **6045**
Area 4 - **2850**
Area 5: Boss - **8146**
Cloud World
Area 1 - **9156**
Area 2 - **2715**
Area 3 - **4707**
Area 4 - **7046**
Area 5: Boss - **0687**
Evil World
Area 1 - **3725**
Area 2 - **0157**
Area 3 - **5826**
Area 4 - **9587**
Area 5: Boss - **3752**

Super Mario Bros. Deluxe

Classic Tricks & More: Many of the old tricks for the original Super Mario Bros. game on Nintendo work on the new Game Boy Color version. For example, the warp found in World 1-2 is still intact!

Warp Zone: Go to World 1-2 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3 or 4!

Max Out Lives: Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! This way you can max out your lives!

The Lost Levels: Basically, you must get the number-one position on the Ranking Screen (a minimum score of 300,000 points). Then on the Title Screen, select the Luigi icon for an entirely new game—Super Mario Bros. 2: The Lost Levels.

You Vs. Boo: You must get a minimum score of 100,000 points. On the Title Screen, select "Boo" for the "You Vs. Boo" bonus levels.

Five Extra Lives: Note: This works only on a new game.

Select the Toy Box option at the Main Menu Screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the Main Menu and choose to

play the original levels. Start a new game to begin with 10 lives instead of five.

Play As Luigi: Press the Select button at the Map Screen before you begin a level. This will let you play as the green plumber instead of the red one.

Super Mario Land 2: Six Golden Coins

Easy Mode and Play the Demo: On the Title Screen, press Start to enter the pipe room. In this room, press Select to get into "Easy Mode." You can then begin any saved file you wish. This next code will let you play the demo. When the Title Screen appears, hold Up, Select and B (in that order). Continue to hold the buttons until the screen changes. After playing the demo for about 60 seconds, however, the game will freeze up and you'll need to reset.

Teenage Mutant Ninja Turtles: Fall of the Foot Clan**Life Power-Up and Practice**

Bonus Games: When your life runs low, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start. On the Title Screen, simultaneously press and hold A, B and Select, then press Start. A question mark will appear to the right of the "5" on the Stage Select Screen. Select this question mark to practice the bonus games.

Terminator 2: Judgement Day

Slow Down the Time: In stage three of this game, you must destroy circuit boards within 50 seconds. You can hold the Select button to slow the timer down.

Tetris Blast

Fight 2 Mode: On the Title Screen, press B five times then press Start.

Tiny Toon Adventures

Practice Bonus Games: To practice bonus games before jumping into action, hold Down and the B button and press Start at the Main Menu.

Turok 2: Seeds of Evil

Weapons, Level Skip, etc.: From the Main Menu Screen, access the Password Option. On the Password Screen, enter any of these codes for the results shown:

DLVTRKBLVL - Skip Levels
DLVTRKBWPS - All Weapons
DLVTRKBNRG - Infinite Energy
DLVTRKBLVS - Infinite Lives
DLVTRKBBD - Bird Mode

World Heroes 2 Jet

Scorcher Mode: When the Takara code appears press Right, Left, A, B, Down, A, B and Up. If you have input the code correctly, you will hear a sound to confirm that the code was entered correctly. The Scorcher Mode allows you to blast your opponents with your character's Super Attacks at any time, use Zeus as a character, and it also allows you to choose fighting styles (like in Versus Mode) Training and Tournament Modes.

Zelda: Link's Awakening DX

Alternate Music: To change the background music at the File Selection Screen, begin a new player and enter your name as ZELDA. Note: Be sure to use capitals only.

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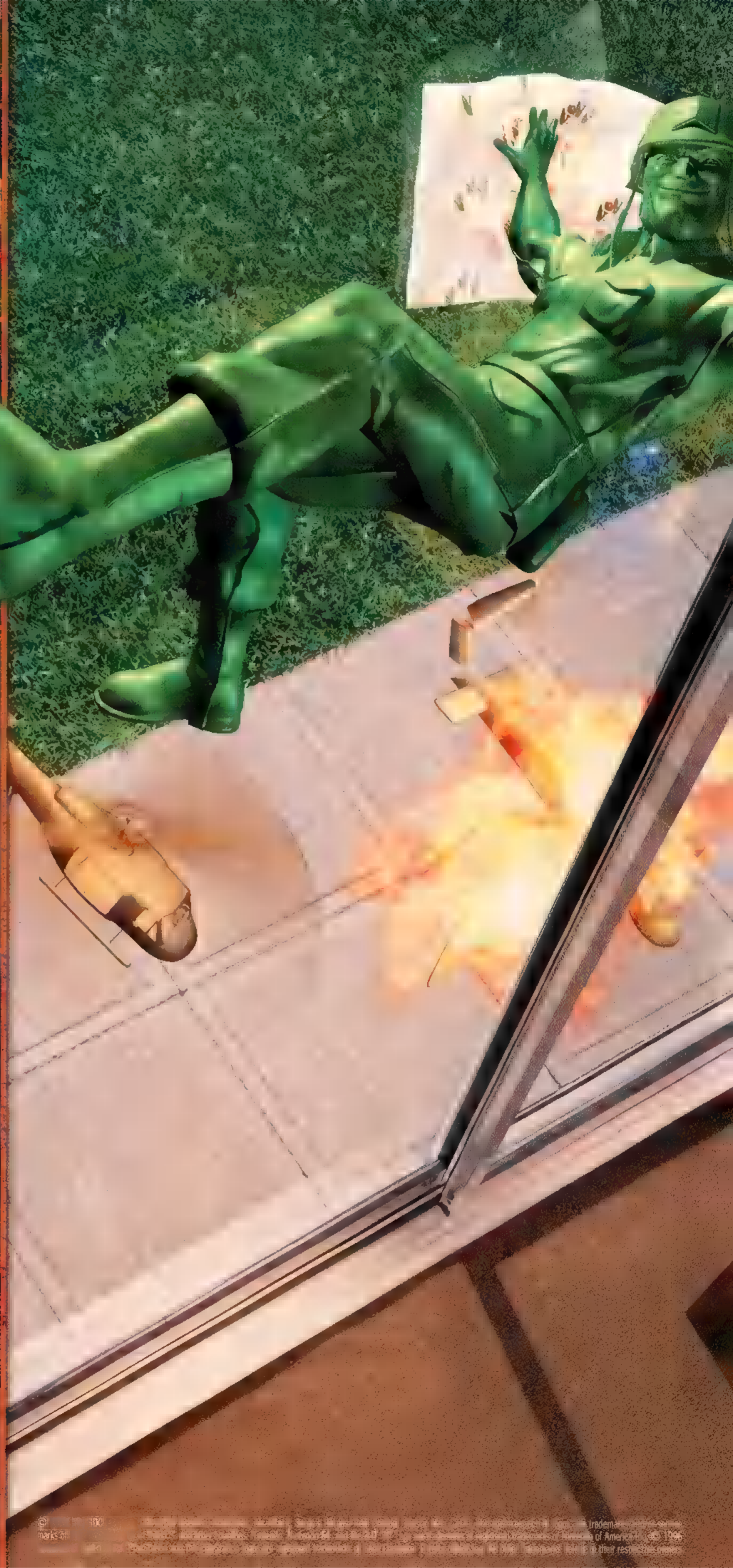
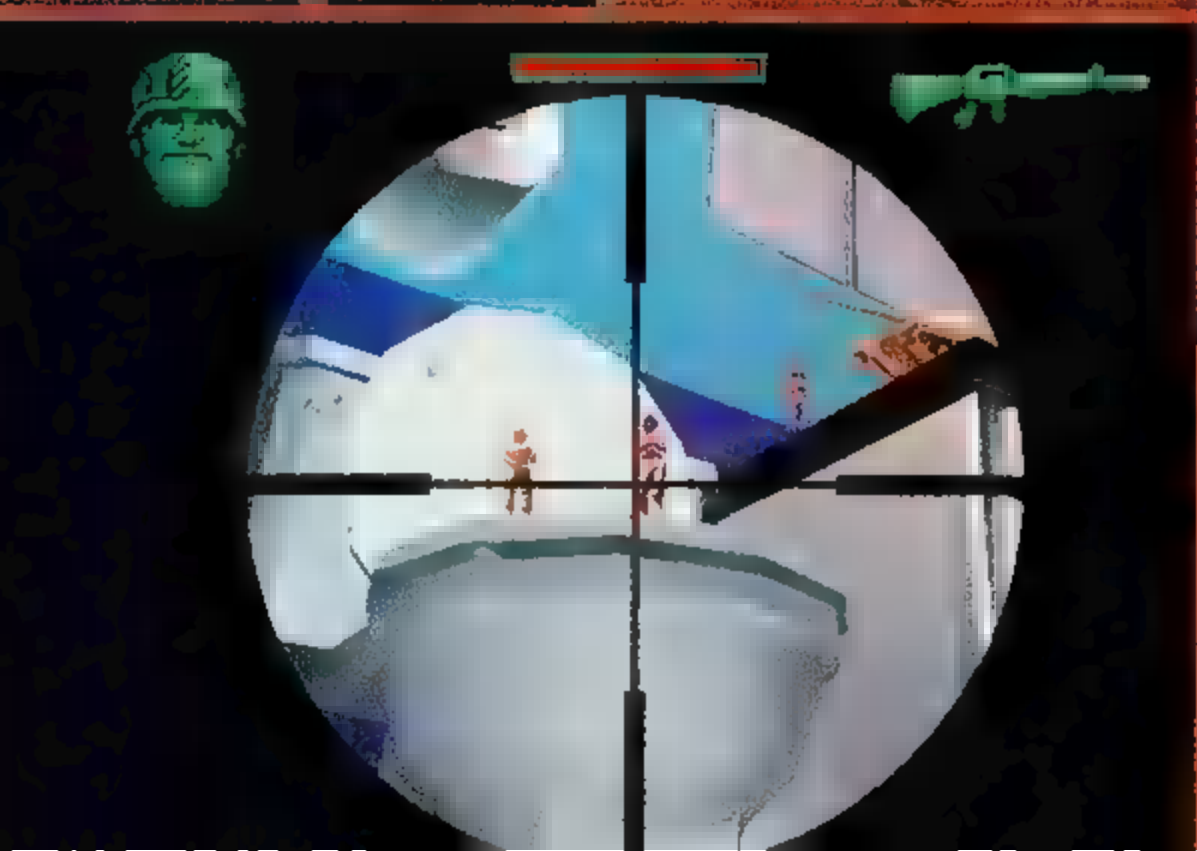
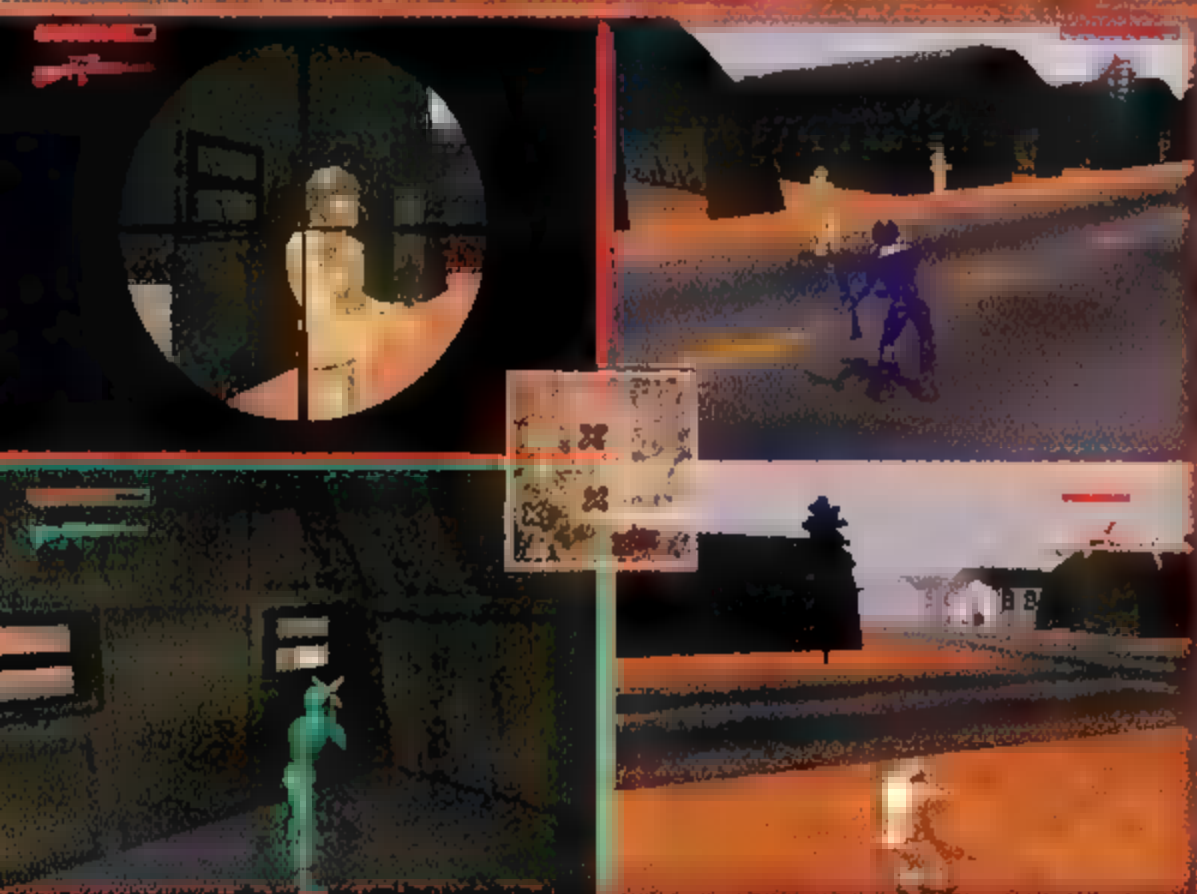
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All the Wrestlers Tricks & Cheats

by Todd Zastig
todd_zastig@comcast.net

Ever since my youth I've been (as most of us are) a closet wrestling fan.

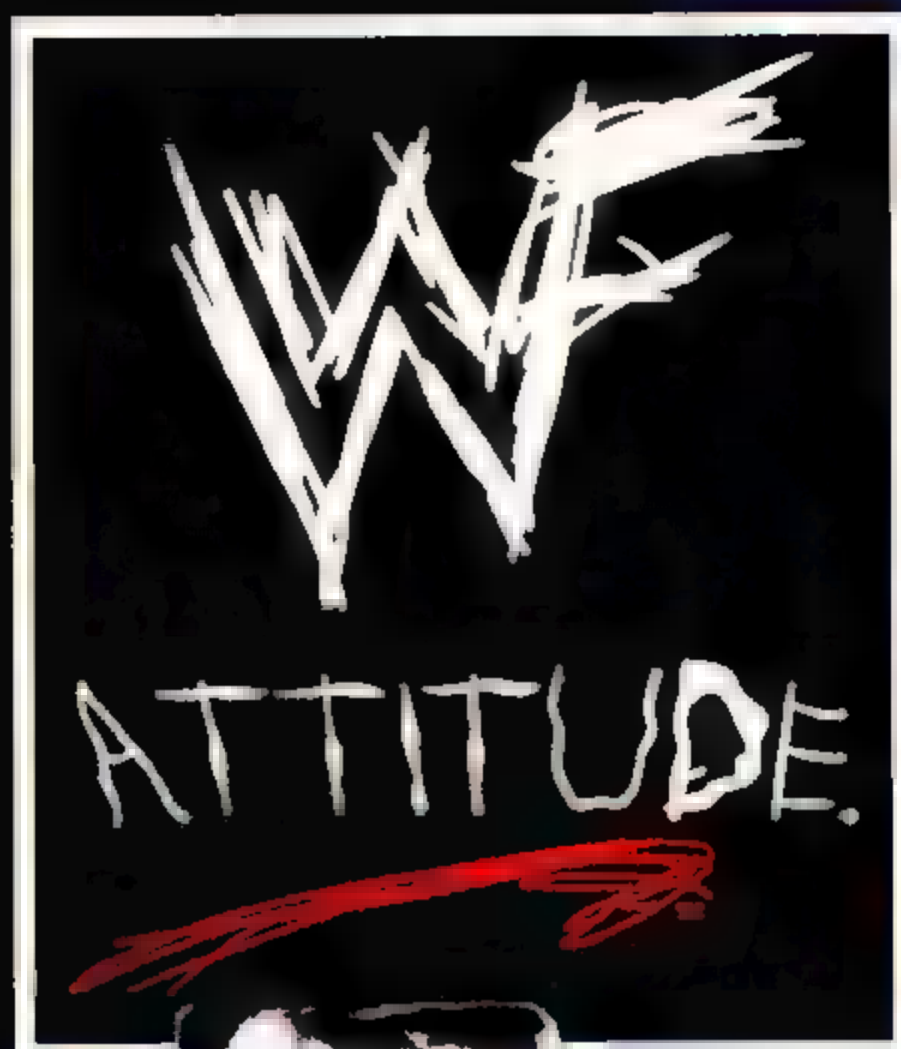
So when I got the opportunity to dish out the People's Elbow and the Stone Cold Stunner with grave consistency, I jumped at the chance. WWF Attitude brings the high-flying, brutal stylings of professional wrestling back with all the stars and all the moves.

The career mode will lead you through the best of the WWF superstars on your way to title shots and pay-per-view events. There are loads of different matches ranging from Lumberjack to 3 on 1 to Battle Royals.

This guide will help you out with both the N64 and PS versions of the game (no word yet on the DC version). Stone Cold said it best when he let out this piece of wisdom: "Shut your damn mouth and get your candy ass in the ring."

database

time to complete **28 hours**
challenge **Moderate**
coolest trademark **The Ho Train**
best superstar **The Rock**
impossible match **3 on 1**
hippest weapon **Microphone**
also try **WWF WarZone**
system **N64, PS**
publisher **Acclaim**
download **Acclaim Studios**
www.acclaim.net



NOTE: This strategy is off of a 99% complete. WWF Attitude, minor play elements are from the PS version.

Quick Hit Strategies

General

- Pay attention to your tie-up meter. When ■ reaches white you have all the control. You'll have a split second extra to get in ■ higher risk move, ■ do it.
 - Listen to the crowd to give you an idea if you'll be able to use your trademark move. Then give 'em what they want.
 - If your health is in the red it's a decent idea to crawl outside the ring and try to even the score. But if you get hammered out there your recovery might be impossible.
 - When recovering from a fall tap the punch button. When you start to stand you'll either give a fist to the twigs and berries, or a sweet uppercut. Either way the tide will turn for a moment.
- Vs.**
- In one-on-one matches the side-step (R1 and L1) is one of the keys to winning. You'll need to dodge and then be prepared to fling a ready move (neckbreaker, suplex, bodyslam) soon after.
 - Punching and kicking are effective ways to lower energy. Unload to ready your tie-up meter for some great moves.
 - Flying from the top rope isn't only a great way to look good, but ■ solid way to hospitalize your opponent. Climb up when you've got them in the yellow and soar.

Tag Team

- Before pinning your opponent, make sure to call your team-mate into the ring (using R1 and block). Otherwise there is a good chance his 'mate will come in and you'll get stomped off the pin.
- If you're the joker outside the ring consider going around and beating the dung out of the other guy outside the ring. Fun for the whole family!
- When you're in the red, don't call on your partner until it's desperation time. Partners can bail you out of nasty messes with ■ quick thumb to the eye.



Match Strategies

Attitude offers a slew of different types of matches you'll need to win to acquire the gold. Here are some to win the

Lumberjack

You should treat this like a regular match, unless you find yourself in a corner. If you need to use the Lumberjack, force your opponent against the ropes. When the outside guys are outside, just lay down blows for a few seconds. The referee outside is looking for the ankle and drag the guy out. But don't expect for a ton of damage. When you're in the ring, the wrestler out there is the referee. And if you end up outside the ring, don't fight. Just get back in as soon as you can.

Triple Threat

The best triple threat is a 3 on 1. If you are playing first, go fast as you can. After the first pin, go to the corner. If it's a best two out of three,

make a beeline to the weak dude and tear him up to win the match. Be patient and power on the second chump.



Triangle Match

I suggest jumping right into the action on this one. But at the same time be patient. Take your shots, do your moves, but let the referee go on without you. Just make sure you're the guy "throwin' the smart bomb" when your

opponent is up in the red. You can by pinning the referee (your referee's move (R1)), so don't give anyone else a chance. Be sure to interfere and take over the beat-down duties when people are low on health.

2 on 1

Here's where the frustration begins. Cowardice is the name of the game because your opponents will be reluctant to stay near the ropes, or they'll get behind you and you can't hold them. The other strategy is to get outside the ring and hit and run. The opposition will get separated for a short time, and that's when you lay into them. You can win by inflicting the most damage and running around (this works only in a time-limited match). Be ready with quick ready moves like neck-breakers or sidewalk suplexes. Get one opponent down then shift quickly to the other with an array of chops and kicks.

satisfaction guaranteed

Matchbox 20: Yourself Or Someone Like You Back 2 Good, more. (Atlantic) 16207

The Doors: L.A. Woman (Elektra) 00215

Phish: Riff (Elektra) 01236

James Brown: All-Time Greatest Hits (Polydor) 01342



Britney Spears: Baby One More Time (Jive) 25932

Creedence Clearwater Revival: Chronicle, Vol. 2—20 Great CCR Classics (Fantasy) 01521

Grateful Dead: Live/Dead (Warner Bros.) 01637

Jane's Addiction: Nothing's Shocking (Warner Bros.) 01637

Pantera: Cowboys From Hell (A&M) 02030

Brian Eno: David Byrne: My Life The Bush Of Ghosts (Sire) 02193

Tom Petty: The Heartbreakers: Greatest Hits (MCA) 02413

The Immortal Charlie Parker (Savoy Jazz) 02413

Bease Boys: Paul's Boutique (Capitol) 02471

McLachlan: Fumbling Towards Ecstasy (Arista) 02536

New Order: Power Corruption Lies (Qwest) 02682

Green Day: Dookie (Reprise) 02753

Jewel: Pieces Of You (Atlantic) 03972

Bruce Springsteen: Greatest Hits (Columbia) 05204

AC/DC: Back In Black (A&M) 05828

Dave Matthews Band: Under The Table And Dreaming (RCA) 05998

Pulp Fiction/Sdtrk. Dick Dale, Al Green, Chuck Berry, lots more. (MCA) 06396

Brandy: Never Say Never Almost Doesn't Count, more. (Atlantic) 25695

Bush: Sixteen Stone (Trauma) 08056

PJ Harvey: To Bring You My Love (Island) 08066

The Who: Live At Leeds (MCA) 08120

Collective Soul (Atlantic) 08133

Jimi Hendrix: Band Of Gypsies (Capitol) 08285

Moby: Everything Wrong (Elektra) 08355

The Smiths: Singles (Reprise) 08712

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Hot Chili Peppers: Blood Sugar Sex Magik (Warner Bros.) 11127

Stevie Ray Vaughan: The Sky Crying (Epic) 11535

Saturday Morning Cartoons: Greatest Hits (MCA) 12064

Dave Band: Crash (RCA) 12604

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The Black: Nothin' The Tailights The Shoes You're Wearing, more. (RCA Nashville) 20476

Martina McBride: Evolution Wrong Again, etc. (RCA) 20476

Econoline Crush: The Devil You Know (Restless) 20547

Yearwood: Songbook—A Collection Of (MCA Nashville) 20618

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Days Of The Down Town, more. (Outpost/Geffen) 21461

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182: Dude Ranch Dammit (Growing Up), more. (MCA/Cargo) 21465

Rage Against The Machine: Evil Empire (Epic) 21826

Fiona Apple: Tidal (Work) 21850

Jon B.: Cool They Don't Know, Are U Still Down, more. (Yab Yum/550 Music) 21852

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Jeff Beck: Best Of Beck (Legacy) 22012

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Maná: Sueños Líquidos (WEA Latina) 22470

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Soul For Rock 'N' Roll (Greatest
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Forms (Mercury) 22534
**Fred Hammond & Radical For
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Aerosmith: A Little South Of
Sanity (Live) (Geffen) 26223
2Pac: Greatest Hits
(Interscope) 26422



**Lit: A Piece In The Sun
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Mellencamp:**
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BR5-49: Big Backyard
Show (Arista) 25082
Faith Hill: Faith
This Kiss, Let Me Let Go, more.
(Warner Bros.) 25238
Diamond Rio: Unbelievable
(Arista Nashville) 25268
The Brian Setzer Orchestra:
The Dirty Boogie Jump Jive An'
Wail, more. (Interscope) 25515
Fear Factory: Obsolete
Descent, Shock, more.
(Roadrunner) 25520
Bad Religion: No Substance
(Atlantic) 25532



**Sheryl Crow: The Globe
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John Michael Montgomery:
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The Urge: Master Of Styles
(Epic) 25553
The Corrs: Talk On Corners
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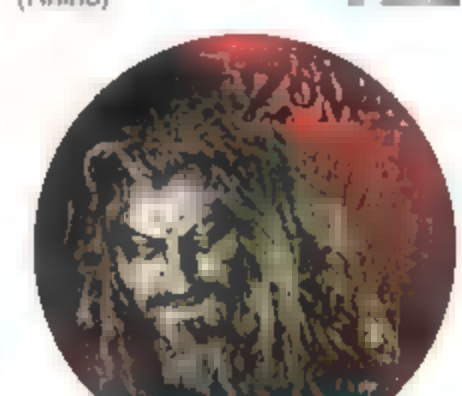
Limp Bizkit:
Three Dollar
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- ☐ **RAP** Will Smith, Busta Rhymes
- ☐ **DANCE** Backstreet Boys, Britney Spears
- ☐ **CHRISTIAN** Point Of Grace, Steven Curtis Chapman
- ☐ **GOSPEL** Kirk Franklin, BeBe & CeCe Winans
- ☐ **CHRISTIAN ROCK** dc Talk, Newsboys
- ☐ **LATIN** Ricky Martin, Marc Anthony

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MS 703

SN



Create Your Very Own Wrestler!



Name 'em what you want. Mr. Stige, The Umbro Punk or even Neal Loney.



After you pick the other attributes I suggest this: 9, 7, 6, 3, 9.



Let's just make it to combine the Pimp Drop and the King Drop!

In the Create A Wrestler mode there's a good chance you'll be able to mimic the physique of anyone you know. You can adjust body types, clothing and even nitpick to come up with accurate facial features.

But the key to taking a manufactured character to the top of the WWF isn't in the appearance, it comes when you adjust your wrestler's attribute points and the move list. You'll be able to choose from anyone's move list, or pick and choose from a comprehensive list to create your own. If you decide to take time out to pick and choose, make sure you've got at least one solid finishing move to bludgeon your opponent with when the opportunity arises.

Another key is to make sure you don't flood your wrestler with specialty moves. There's nothing like a neck-breaker and a sidewalk slam to throw your opponent off guard while still "giving him the business."

As far as attribute points go, you'll start with 36. As you continue on and unlock different characters you'll get a total of 39 to add on as you fit. Below are the different attributes, how they make a difference and how important they are.

Strength

This attribute dictates how much damage you deliver with particular moves. To understand the value of strength, you might want to try battling with Sable, Jacqueline or Chyna once you unlock them. It makes for a long haul when you have weaker characters no matter what moves you do. Keep this one no lower than four. But if you insist on hulking it up, keep in mind that there are other attributes to deal with.

Toughness

In the WWF toughness is a guaranteed quality of the big-time heavyweights, but not necessarily so in create a wrestler. I'm not a big fan of toughness, because it only makes you less vulnerable to low-damage attacks. My advice is to keep a few points on toughness, but don't bet the farm on this one.

Speed

Kid tested, mother approved. Speed impacts walks, blocks, dodges and most importantly climbing the turnbuckle and the vaunted walls of the steel cage. It's nice to have but not a necessity. I wouldn't go any higher than

a six or lower than a four. You don't want your wrestler lumbering around like he has a dislocated knee.

Recovery

Ah, yes. Recovery. This attribute lessens the chances of being stunned. There's nothing worse than watching your stunned wrestler stand there with stars circling his head while your opponent strolls to the top of the turnbuckle. Keep your recovery in the mid-range of four to six.

Charisma

Everybody wants to be loved. This will help the crowd side with you, and a happy crowd means you do more damage. If you can handle unpopularity, this is an attribute to avoid. It is nice when the crowd chants for your trademark move. But it just might be a sign of an insecure wrestler.

Mat Skills

This fancy-schmancy attribute gives your created stallion the opportunity to do more damage during holds along with more effective reversals. If you're going to have one attribute maxed out, go with "mad mat skillz" or strength.



If you feel like making Big Daddy look like a little time.



The King of Rock & Roll can't avoid a guest appearance in the WWF.



Let's make your clothes whatever your heart desires.

Weapons

Weapons are great, but the key is to ignore them at the outset and wait until they aren't there. Once your opponent is on the ground grab something (I'm a fan of the microphone myself) and go to work on him. Then back up and hope for a solid second hit. If your opponent gets a weapon, kick or punch them aggressively to get it away. You'll be able to get two hits out of most weapons (except the TV set).

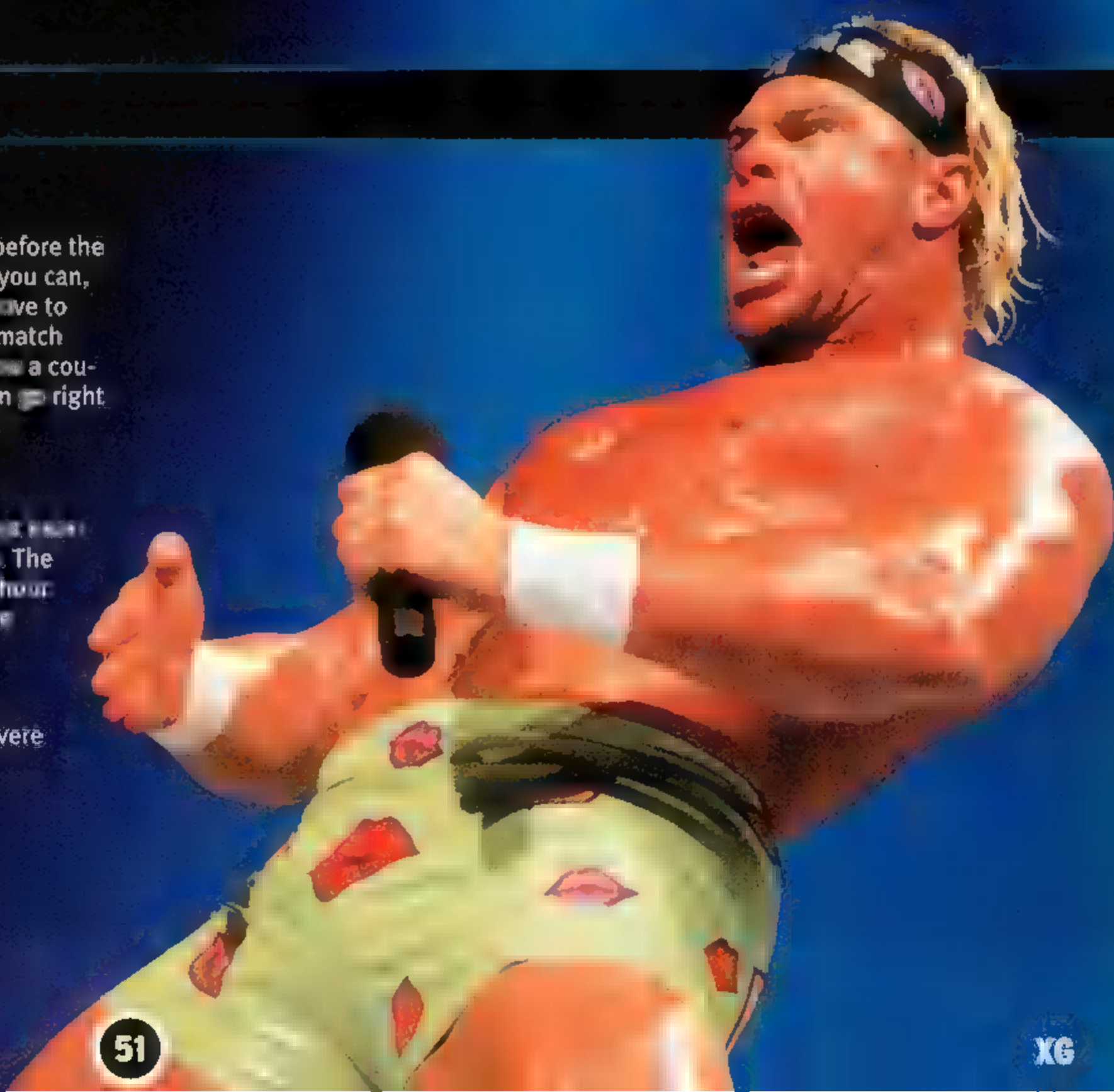


2 out of 3

Drain your opponent's power before the first fall. Beat him to a pulp if you can, then throw on a submission move to put him away. For the second match they'll start in the pin. Throw a couple of quick moves on and then go right back to the submission move.

Gauntlet

Though this is a bit risky, it's not nearly as tough as a 4 on 1 match. The key is to go after each guy without being reckless. Stay inside the ring, and go with submission once your opponent hits the orange health. This way you won't be forced to dole out severe beat-downs every time.



Standard Moves List

All wrestlers are equipped with these basic moves. The following pages show off some excessive, pain-inflicting moves for each wrestler, but don't forget that these standard moves are also within their arsenal.

The following buttons correspond to the action. If you change your controller configuration, these would still be the buttons to push.

- Press P for Punch
- Press TU for Tie-Up
- Press R2 to Run
- Press K for Kick
- Press B for Block
- Press L2 to Climb

Opponent Down

(At Side, Head or Feet)

- Stomp K

(At Side)

- Elbow Drop P

(At Head)

- Rear Chinlock P
- Pick up by Head TU

(At Feet)

- Knee to Inside of Leg P

From Behind

- Belly Back Suplex P
- Full Nelson K
- Put Up on Shoulders TU
- Atomic Whip ➡ ➡ B

While Squaring Off

- Body Slam ➡ ➡ P
- Hiptoss ➡ ➡ K
- Vertical Suplex ➡ ➡ TU

When Tied Up

- Whip Off Ropes ➡ ➡ B
- Arm Wrench P
- Hammerlock K
- Top Wristlock TU
- For Behind Tie-Up ▼ ▼ B

Opponent In Turnbuckle

- Kick in Corner K
- Chops to Chest P
- Superplex TU
- Whip ➡ ➡ B
- Climb TU and Pummel ▲ TU
- Charging Avalanche Run, P

Opponent Off The Ropes

- Whip Off Ropes ➡ ➡ B
- Back Body Drop P
- (Running at opponent)
- Running Clothesline P
- (Running, Opponent Down)
- Fist Drop P

Winning Matches

The days of King of the Ring and Iron Man matches are over. In Attitude, there are three standard ways to win a match. You can win by pinning your opponent, by making them submit, or by making them go over the top rope and out of the ring. You can also win by making your opponent's health meter go into the red, but that's only if you're in a cage match. In a cage match, you can win by making your opponent's health meter go into the red, but that's only if you're in a cage match. In a cage match, you can win by making your opponent's health meter go into the red, but that's only if you're in a cage match.

Iron Man Match: This is a variation of the standard match since the clock is on. You have to win by pinning your opponent or by making them go over the top rope and out of the ring. You can also win by making your opponent's health meter go into the red, but that's only if you're in a cage match.

winner. The days of King of the Ring and Iron Man matches are over. In Attitude, there are three standard ways to win a match. You can win by pinning your opponent, by making them submit, or by making them go over the top rope and out of the ring. You can also win by making your opponent's health meter go into the red, but that's only if you're in a cage match.

Finisher: This is a variation of the standard match since the clock is on. You have to win by pinning your opponent or by making them go over the top rope and out of the ring. You can also win by making your opponent's health meter go into the red, but that's only if you're in a cage match.

Cage Match: The key to this match is to be the first one out of the cage. But the only way to even bother climbing the vaunted steel cage is to have your opponent's health meter in the red. The way to do this is to make your opponent's health meter go into the red, but that's only if you're in a cage match.



All The Cheats, When They're Unlocked And What They Do

Win European Belt

1st Cheat:

1. **Squeaky** This cheat makes the announcers' voices sound like they're from a cartoon.

2. **Women and Children** This unlocks the woman in wrestling and a child in the ring. You can also unlock a wrestler who is a child.

3. **Unlocked** This cheat unlocks the character of your opponent with some of the most powerful moves in the game.

New Custom Stuff: You can create your own custom stuff for this cheat.



Win 1st Round of "King of the Ring"

2nd Cheat:

1. **Unlocked** and **Unlocked** about two of the most powerful wrestlers. Taka's the pick of this cheat.



Win Survivor Series

1. **Sgt. Slaw** and **Michael's**: Let the charisma shine. You unlock these two muscle.

Win Intercontinental Belt

4th Cheat:

1. **Michelle and Chyna**: These two lovely ladies to your stable of beautiful wrestlers. These two beauties are a perfect complement to Sable.

2. **Unlocked**: You'll have three new cheats for your created wrestlers, which makes 39 cheats in all!

3. **Big Head Cheat**: You'll have access to big heads for all the wrestlers with this cheat. It's relatively worthless, but at least you can turn it on and off when you figure that out.



Win Royal Rumble

5th Cheat:

1. **Paul Beamer and** Two more to be added from...

Win Heavyweight Belt

6th Cheat:

1. **Unlocked**: Bleeps out the power and profanity.

2. **Unlocked**: Makes all of your opponent's health meter a wrestler.

3. **Unlocked**: Makes all of your opponent's heads grow as the crowd praise them.





The Rock

Cool Move:
Layin' the Smack Down ➡ ➡ ➡ P

While Tied Up:
DDT ➡ ➡ ➡ P

Submission (from behind):
The Sleeper Hold ➡ ➡ ➡ P

From the Top Rope:
The Elbow Drop ➡ ➡ ➡ P

Trademark:
The People's Elbow

Finisher:
The Rock Bottom



➡ ➡ ➡ P

➡ ➡ ➡ P

Whether he's doling out the People's Elbow or showing off the People's Eyebrow, The Rock is one of the toughest heavyweights you'll have to encounter. He won the King of the Ring competition a couple of years ago and that put him on the WWF map for good. His charisma and taunts are unparalleled.



Triple H

Cool Move:
Northern Lights Suplex ➡ TU

More Punishment:
Running Knee Hit ➡ ➡ P

From Behind:
Low Blow ➡ K

From the Top Rope:
Knee Drop P + TU

Trademark:
Sitdown Powerbomb

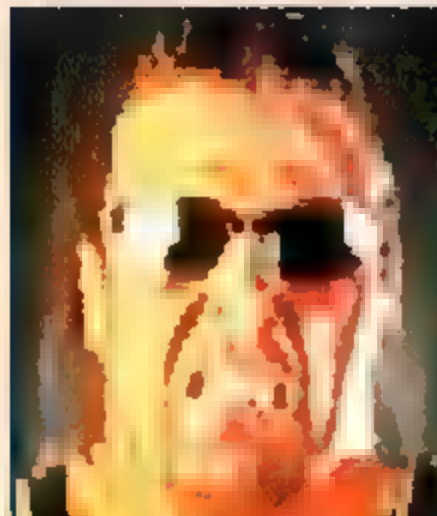
Finisher:
Pedigree



➡ ➡ ➡ TU

➡ ➡ ➡ TU

Triple H once took off when he became a member of the great Disrespectable Army with his female bodyguard, Chyna. But in a real public relations move, he shifted his loyalties over to the despised Corporate Ministry where he went from being one of the most beloved wrestlers to possibly the most hated.



Owen Hart

Off the Ropes:
Spinning Heel Kick K

Sweet Finish:
Crucifix Pin ➡ ➡ K

Submission (from behind):
Beast Choker ➡ P

From the Top Rope:
Missile Dropkick B + TU

Trademark:
Enziguri

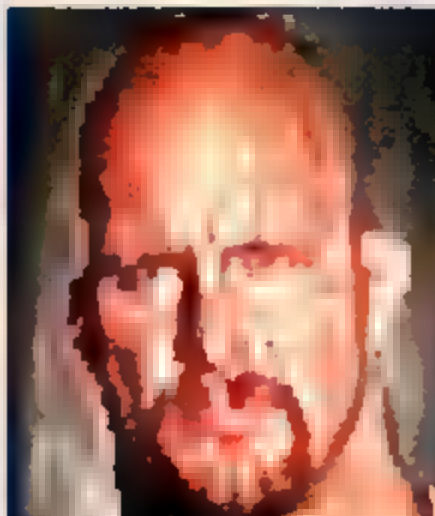
Finisher:
Sharpshooter



➡ ➡ K

➡ ➡ ➡ K

The tragic death of Owen Hart changed the wrestling world. But as a tribute to his wrestling career and the time and energies he put toward the WWF, this game is dedicated to him. He's a high-flying, active mover and shaker in the game and his Missile Dropkick is a great way to finish off opponents.



Stone Cold

From Behind:
Reverse DDT ➡ TU

While Tied Up:
Inverted Atomic Drop ➡ P

Submission (downed opponent):
Texas Cloverleaf ➡ ➡ K

From the Top Rope:
Driving Elbow P + K

Trademark:
Piledriver

Finisher:
Stone Cold Stunner



➡ ➡ P

➡ ➡ ➡ TU

This bad mood, foul-mouthed, bald Texan is the straw stirring the drink in the WWF. He's constantly battling for control of the federation and his Stone Cold Stunner is as popular as his "Austin 3:16" moniker, acquired when he had a win over Jake "Snake" Roberts at "King of the Ring."



The Undertaker

Cool Power Move:
Throat Toss ➡ ➡ K

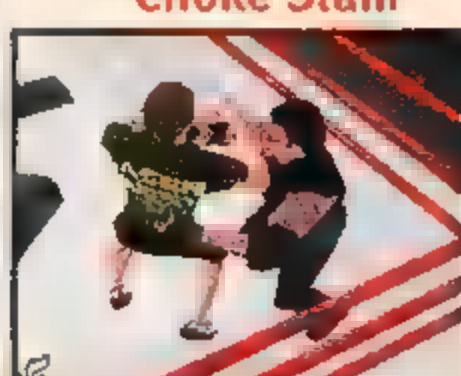
Submission:
Leg Lock ➡ ➡ ➡ K

Opponent in Corner:
Top Rope Arm Wrench ➡ ➡ K

From Behind:
Reverse Brainbuster ➡ ➡ TU

Trademark:
Choke Slam

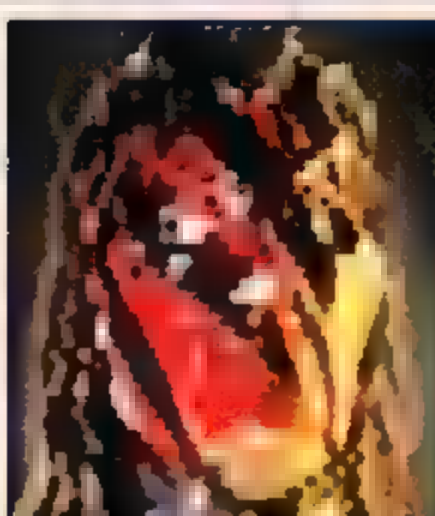
Finisher:
UT's Tombstone



➡ ➡ ➡ P

➡ ➡ ➡ TU

The Undertaker has been a haunting force in the WWF since making his first appearance in the 1990 Survivor Series. He is a massive, dark man with dark intent. Use his One-Handed Choke Slam as the perfect setup for the devastating Tombstone Piledriver. And let the darkness reign.



Kane

Cool Move:
Throat Toss ➡ ➡ ➡ P

Hospitalizer:
Spine Buster ➡ ➡ TU

From Behind:
Reverse Vertical Suplex ➡ ➡ ➡ P

From the Top Rope:
Shoulder Tackle P + TU

Trademark:
Choke Slam

Finisher:
Kane's Tombstone



TU, ➡ ➡ P

➡ ➡ ➡ TU

The leader of the wicked Undertaker, Kane is a force in his own right. He entered the WWF scene by defeating Stone Cold Steve Austin at the 1996 "King of the Ring" en route to the championship. The Undertaker knows no pain, only how to dish out mass amounts of punishment.



D'Lo Brown

Cool Move:
Running Powerbomb

↓ ▲ ↓ P

Another Big One:
Fall Forward Powerbomb

➡ ◀ K

Submission (at opponent's feet):
D'Lo Leaf

↓ ▲ K

At Opponent's Feet:
D'Lo Drop

➡ ➡ ◀ TU

Trademark:
Sky High

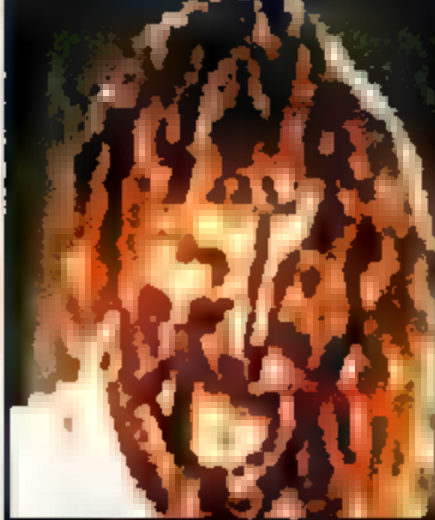
Finisher:
'Lo Down



↓ ▲ K

B + TU

This technically gifted wrestler offers some high flying fun, especially with his finisher move: The 'Lo Down. D'Lo is a two-time European Champion and can usually be found around his good friend, Mark Henry. An ex-CPA, D'Lo has made a big splash on the WWE scene.



Mankind

Cool Move:
X2 Underhook Suplex

↓ ▲ P

Off the Ropes:
Tackle with Punches

TU

Puttin' a Hurt On:
Piledriver

➡ ▲ P

From the Top Rope:
Body Press

K + B

Trademark:
Double Arm DDT

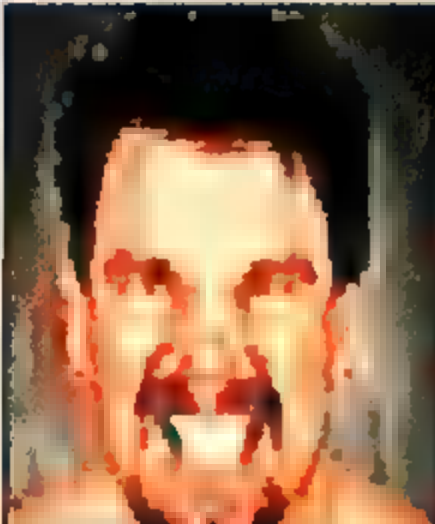
Finisher:
Mandible Claw



➡ ◀ ↓ P

➡ ◀ ↓ P

Mankind wins the title of most hated in the WWE, with the fact that he wears a sock on his hand. Mankind is actually just one of three faces of Mick Foley, who has also competed as hardcore legend Cactus Jack and chick magnet Dude Love. Of course, now his face is quite so loveable.



Bradshaw

Cool Move:
Press Slam

➡ ↓ K

Another Severe Blow:
Single Arm DDT

➡ ◀ P

Some Serious Fireworks:
Seated Crucifix Bomb

➡ ◀ ◀ P

From the Top Rope:
Splash or Shoulder Tackle

K + B

Trademark:
Piledriver

Finisher:
Fallaway Slam



TU, ↓ ▲ ↓ TU

➡ ↓ TU

Along with Faarooq, Bradshaw is one of the members of ex-Tag Team Champions Acolytes. Bradshaw is a dude with a serious meanstreak and a seeming discontent with other living beings. He likes to throw heatings on people just to watch them suffer, then he likes to do it again and again.



Faarooq

Submission (by opponent's head):
Painkiller

▲ ↓ P

While Tied Up:
Hanging Brainbuster

↓ ▲ P

From Behind:
Fallaway Pump Slam

↓ ▲ K

From the Top Rope:
Shoulder Tackle

P + TU

Trademark:
Running Powerslam

Finisher:
Dominator



➡ ▲ K

➡ ◀ ↓ TU

Faarooq is the other piece of the Acolyte puzzle. He has undergone a seeming rebirth since becoming united with Bradshaw. Now with a home for themselves in the Undertaker's Ministry of Darkness, Faarooq's plan is to ensure that no one can survive the wrath of his blood-hungry tag-team duo.



Goldust

Cool Move:
Chin Crusher

➡ ↓ P

With Opponent Down:
Stump Puller

➡ ↓ P

For the Pin:
The Spinning Splash

➡ ↓ TU

From the Top Rope:
Butt Drop

K + B

Trademark:
Flying Butt Bump

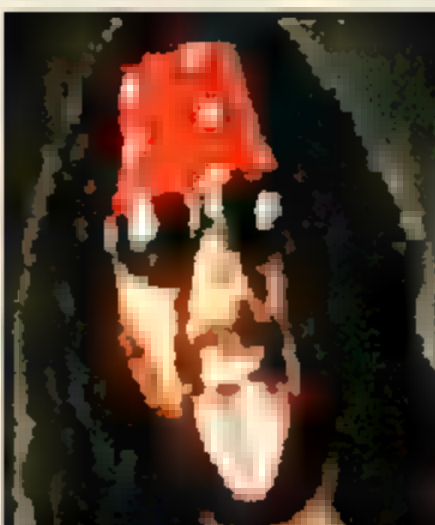
Finisher:
Curtain Call



B + TU

➡ ▲ TU

Goldust is an enigma in the world of pro wrestling. His glittery face paint, and flamboyant style don't mention his flying butt bump-off the top rope make him a legend. He is a three time winner of the Intercontinental Belt, and a real showman in the ring. In career mode he's the #1 seed for the European title.



X-Pac

Cool Move:
Enziguri

➡ ↓ P

Submission (while tied up):
Leg Stretch

➡ K

Top Rope (opponent lying):
Shooting Star Press

P + K

From the Top Rope (opponent standing):
Flying Hurricanrana

B + TU

Trademark:
Bronco Buster

Finisher:
X-Factor



Opponent in Corner ↓ ▲ P

↓ ▲ TU

As the high flying king of quickness, X-Pac is one wrestler you might want to watch. This loud, obnoxious two-time European champ and three-time tag-team champion, is the real piece of D-Dynamite. His X-Factor could leave Iceman in a cold sweat.

Vatical Made The Great Outdoors Portable

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GAME BOY COLOR

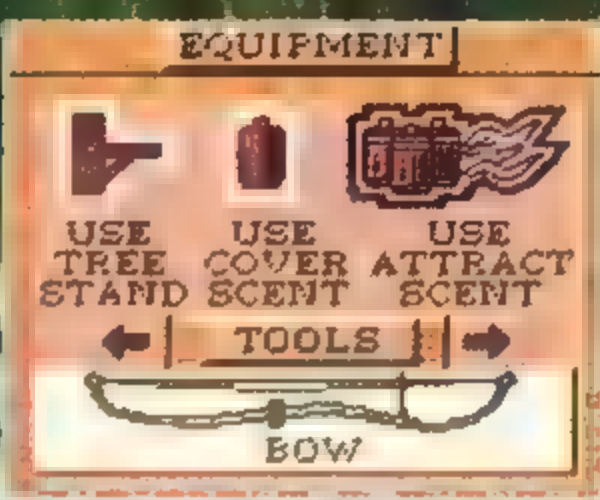


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Thrasher

Cool Move (from behind):
Octopus Hold ➡ P

While Tied Up:
Floatover Suplex ➡ TU

Submission (at opponent's head):
Toe Hold Half Crab ▼ ▲ ▼ P

From the Top Rope:
Senton Bomb K + B

Trademark:
Senton Splash

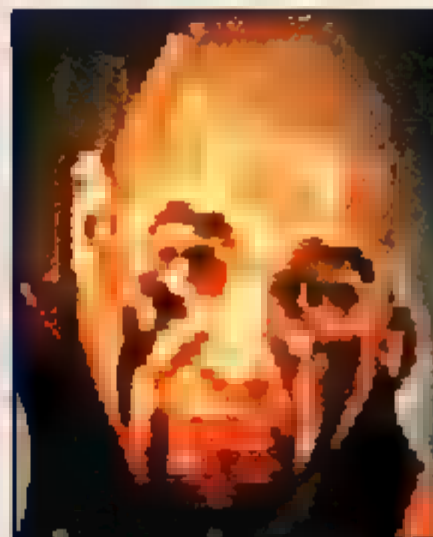
Finisher:
Stage Dive



➡ ◀ TU

Top Rope, P + K

I couldn't be more ecstatic about how great Thrasher's moves are. His pumping and hip head-banger style keep me going all night long. Just the thought of his top rope Stage Dive reminds me of how great Jimmy "The Superfly" Snuka was in his prime. Oh, and his partner is Mosh, who is equally cool.



Mosh

Cool Move (opponent in corner):
Turnpost Slam ▼ ▼ P

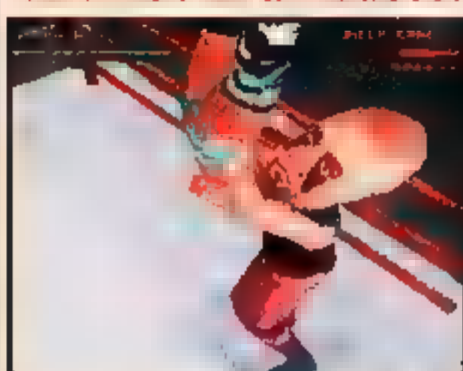
While Tied Up:
Inverted Atomic Drop ➡ P

Opponent's Down:
Surfboard ▼ ▲ K

From the Top Rope:
Hurricanrana K + B

Trademark:
Reverse Brainbuster

Finisher:
The Mosh Pit



➡ ▲ TU

Top Rope, P + K

Mosh is the biggity-bammin', elbow-flingin', mother of all headbangers. His Mosh Pit off the top rope is as devastating as Jake "The Snake" Roberts' DDT used to be before everyone started using it. His tag-team partner, Thrasher, has a similar style and moves. They go together like the hammer and Zuni.



Too Sexy

Cool Move:
Crucifix Powerbomb ▼ ▲ K

While Tied Up:
Piledriver ➡ ▼ ➡ TU

Sheik Special (opponent down):
Camel Clutch ➡ ◀ ▲ P

From the Top Rope:
Senton Bomb ➡ ◀ ▼ P

Trademark:
La Magistral

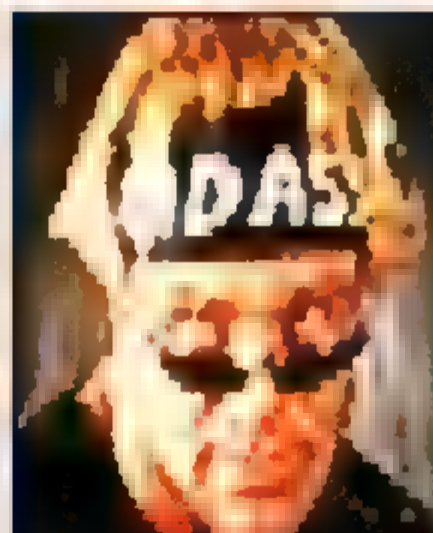
Finisher:
Tennessee Jam



➡ ▼ P

B + TU

There are two ways to describe "Too Sexy" Brian Christopher. One is that he is a wonderful technical wrestler with a wide array of great moves. The other thing to say is that he is nauseatingly cocky while in the squared circle. As far as the game goes, he's got some high energy moves to take down opponents.



Billy Gunn

Cool Move:
Gorilla Press Slam ➡ ◀ ➡ P

While Tied Up:
Hanging Powerlam ▼ ▲ TU

From Behind:
Reverse DDT ➡ TU

Opponent in Turnbuckle:
Overhead Press ▼ ▼ P

Trademark:
Ass Kisser

Finisher:
The Fame Asser



Opponent in Corner ▼ ▼ K

➡ ◀ ▼ P

The powerful, "bad boy" Billy Gunn has long been known as a tag-team contender (he is the only man in history to be a part of a tag team champion duo six times), but now his solo career is on the rise. His arrogance is matched by his power, and his array of "ass-tas" moves makes him a true contender.



Mark Henry

Cool Move:
Bearhug ➡ ◀ K

While Tied Up:
Side Belly Belly Suplex ➡ TU

Submission (at opponent's feet):
Half Crab ▼ ▲ K

From Behind:
Full Nelson Slam ➡ TU

Trademark:
Gorilla Press Slam

Finisher:
Death from Above



▼ ▲ ▼ P

➡ ◀ ▲ TU

Sexual manipulate is one bad-ass brother, even with the supposed high blood pressure. He's considered one of the strongest men in the WWF, but like most men, he has a hard time keeping his eyes off the ladies. Women are the distraction for this powerful, 400-pound WWF talent.



Road Dogg

Cool Move:
Spinal Tap ▼ ▲ P

When Opponent is Stunned:
Road Dogg's 3 Punch Combo P

Opponent in Corner:
Swinging Bulldog ▼ ▲ K

From the Top Rope:
Drop Kick K + B

Trademark:
Crazylegs Kneedrop

Finisher:
Stretch Armstrong



Opponent Down ➡ ◀ TU

From Behind ➡ ◀ K

An old tag-teammate of "Bad Ass" Billy Gunn, Road Dogg has captured the hearts of fans by defeating "Big Show" for the WWF Continental Belt. As entertaining as he is tough, Road Dogg totes around a microphone which he uses to get the crowd fired up. He's charismatic and has moves to go along with it.

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Ken Shamrock

Cool Move:
Reverse Painkiller ➡ ⬇ K

At opponent's side (while down):
Longbow Backbreaker ➡ K

At Opponent's Head (while down):
Shortarm Scissor ⬇ ⬆ P

From the Top Rope:
Splash or Hurricanrana K + B, B + TU

Trademark: High Angle Suplex **Finisher:** Shamrock Ankle Lock



➡ ⬆ TU



➡ ⬇ ⬅ K

Ken Shamrock is aptly known as "The World's Most Dangerous Man." While fighting in the Ultimate Fighting Championship circuit, Shamrock was known as a master of submissions and quickly became a UFC Champion. In the ring, he won "King of the Ring" and showcased his potency.



Jeff Jarrett

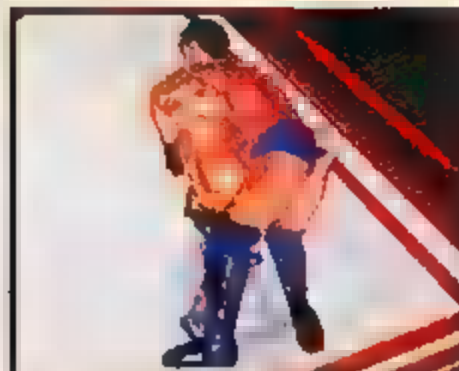
Cool Move:
Spinning Neck Breaker ➡ ⬆ P

While Tied Up:
Piledriver ⬇ ⬆ ⬇ TU

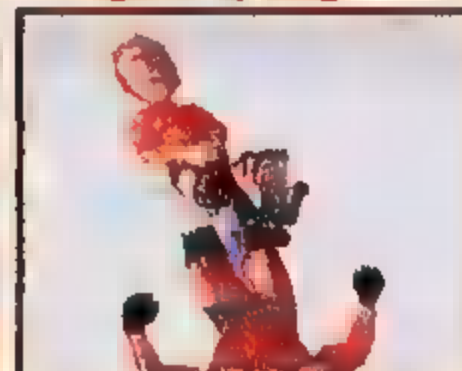
Holy Pin! (from behind):
Bridging German Suplex ➡ TU

From the Top Rope:
Body Press or Fist Drop K + B

Trademark: Power Slam **Finisher:** Figure 4 Leglock



Opponent in Corner ⬇ ⬇ P



➡ ⬅ ⬇ K

Apparently Jeff Jarrett is sick and tired of all the gimmicks and commercialism, so this ego-driven, rednecked Nashville native introduced the WWF to a new rockabilly-style attitude. He has a guitar labeled "Don't Tuck Me Out" and a mindset with a simple motto. Jarrett delivers his own Southern justice.



Steve Blackman

Cool Move:
Reverse Tiger Suplex ➡ ⬆ K

Opponent in Corner:
Four Kick Combo ⬇ ⬇ TU

Submission (from behind):
Beast Choker ➡ P

From the Top Rope:
Missile Dropkick P + TU

Trademark: Leg Lock **Finisher:** Pump Kick

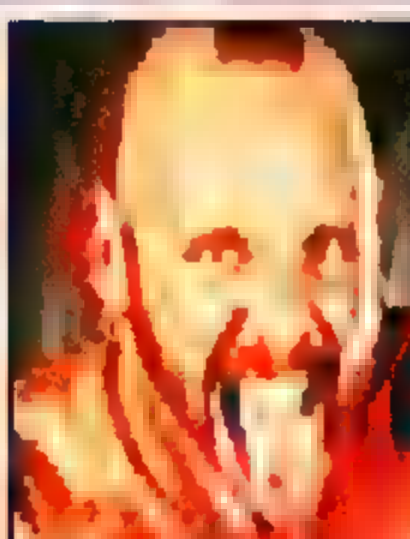


➡ ⬇ TU



➡ ⬇ TU

Steve Blackman is a cocky fellow. He has the look of an assassin and it doesn't seem to bother him that he's outweighed by most other wrestlers. But with his lightning-fast punches and kicks, there really is no reason for him to be worried about much. He's an agile fighter with an intense attitude.



Droz

Cool Move:
Gorilla Press Slam ➡ ⬅ ⬆ TU

With Opponent Stunned:
Three Point Charge P

Submission (at opponent's head):
Scissored Armbar ⬇ ⬆ P

At Opponent's Feet:
Surfboard ⬇ ⬆ K

Trademark: x2 Underhook Suplex **Finisher:** NJ Naptime



➡ ⬇ TU



TU, ➡ ⬅ P

Droz is a wild-eyed, wide-eyed squared cirler who is known best for pinning and tattooing his teammates after squashing them. This ex-Denver Bronco has as much power in the ring as he has speed. He doesn't let his ego go off the top rope for his big damage, though. He just stays on the ground.



Edge

Cool Move:
Seated Crucifix Bomb ⬇ ⬆ ⬇ P

With Opponent Down:
Standing Splash ➡ ⬅ TU

From Opponent:
Sleeping Neckbreaker ➡ TU

From the Top Rope:
Body Press K + B

Trademark: Dragon Suplex **Finisher:** Downward Spiral



➡ ⬇ P



⬇ ⬆ K

Edge, the hoakiest one of the hoakiest, is the brother of a leading wrestler, Christian. He often enters the ring from the crowd and seems to be in a constant rage, battling forces from within. He seems a bit much for me. His Downward Spiral is still a solid finisher.



Val Venis

Cool Move:
Fall Forward Powerbomb ➡ ⬅ ⬆ P

While Tied Up:
Hanging Brainbuster ➡ ⬇ ⬅ TU

Submission (at opponent's side):
Porn Pretzel ⬇ ⬆ TU

Also at Opponent's Side:
Swivel Mount Punches ➡ ⬅ ⬆ TU

Trademark: Pornplex **Finisher:** Money Shot



TU, ➡ P



P + K

Val Venis is a talented and virile wrestler, and he just happens to be an ex-adult movie star. That being said, he has an array of aerial and power moves. His solo moves without the Godfather at his side is coming along, proven by his victory over Ken Shamrock in the Valentine's Day Massacre.

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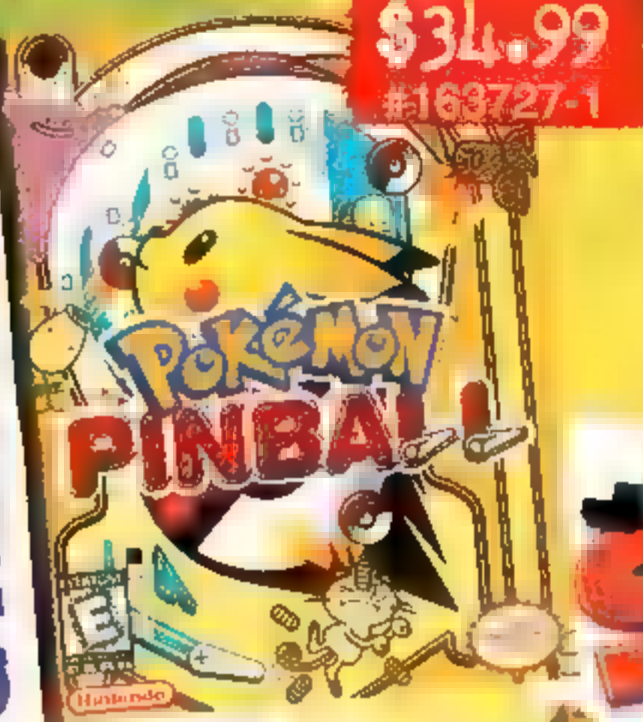


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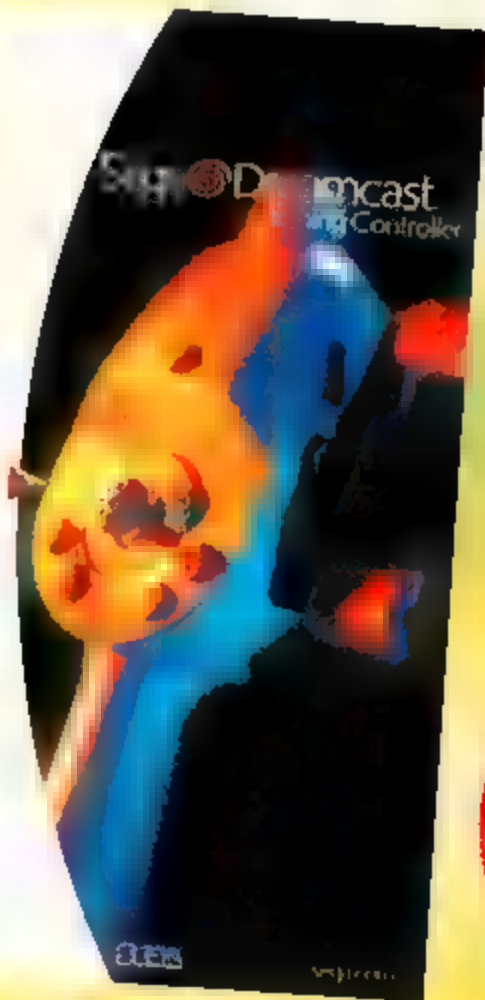
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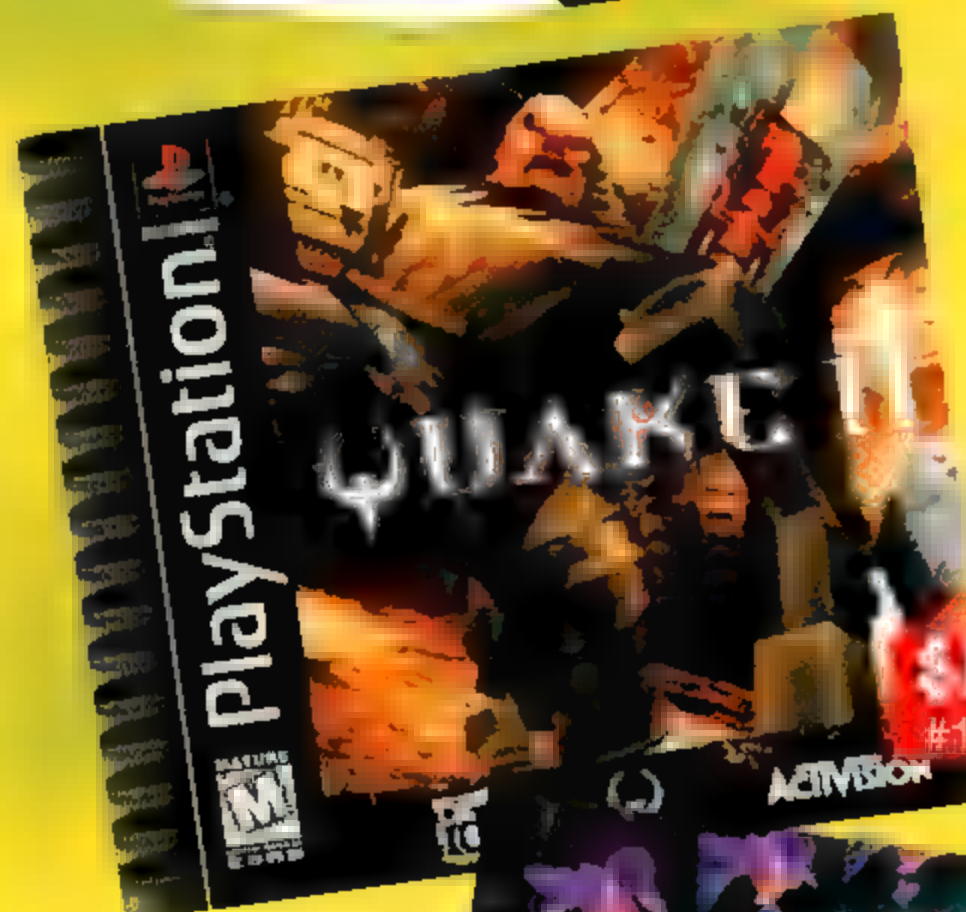
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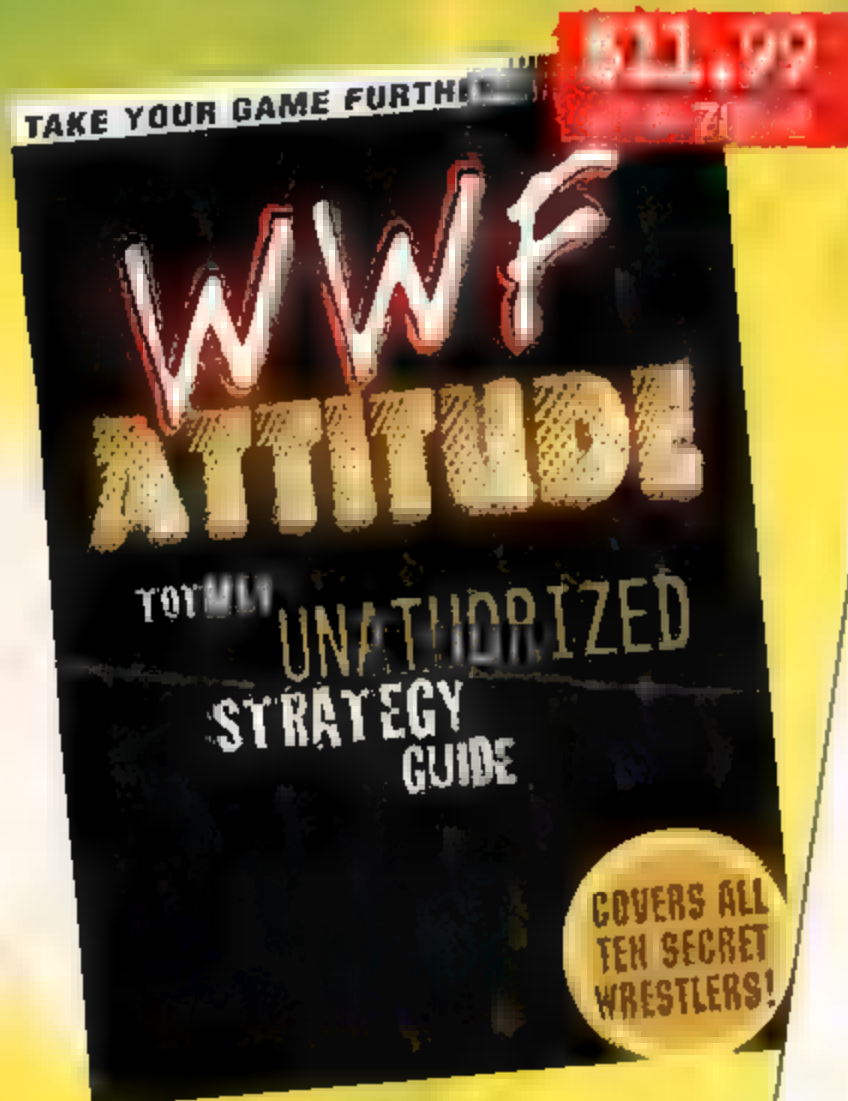
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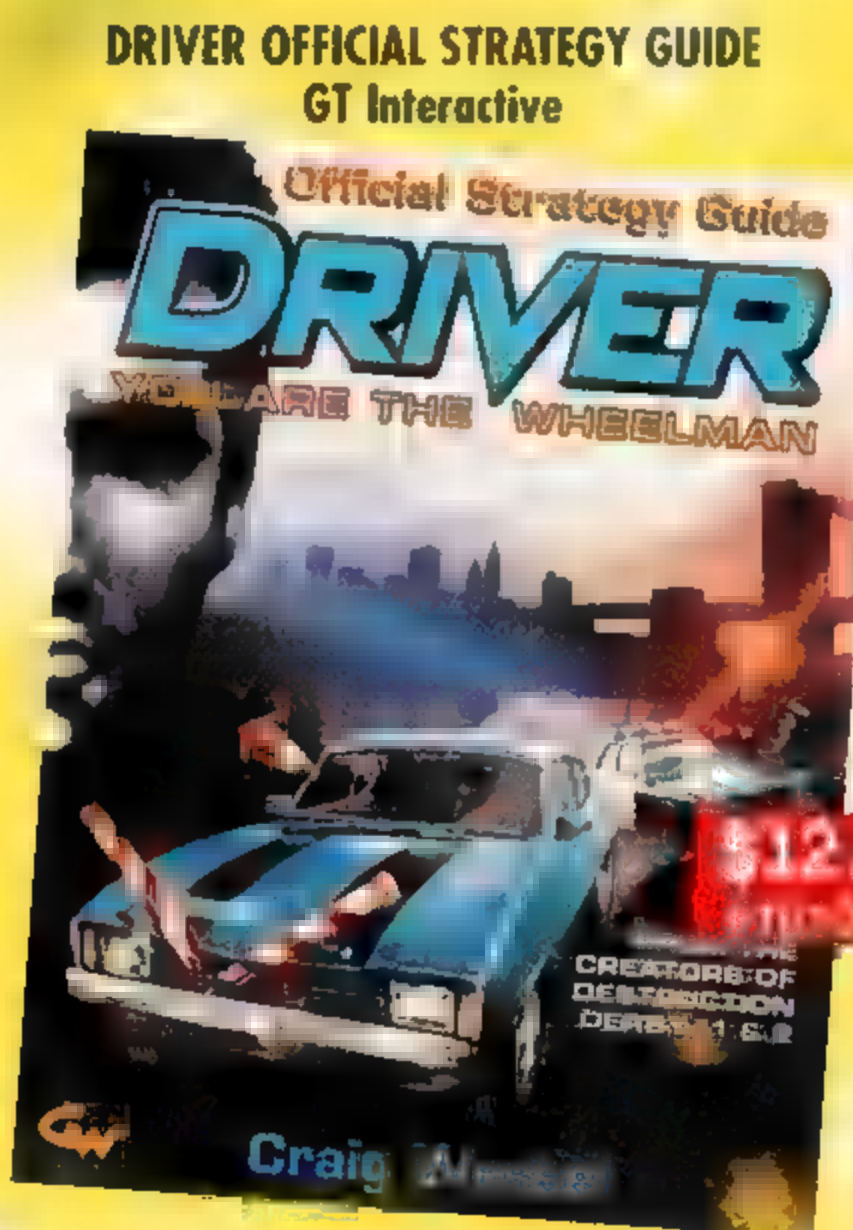
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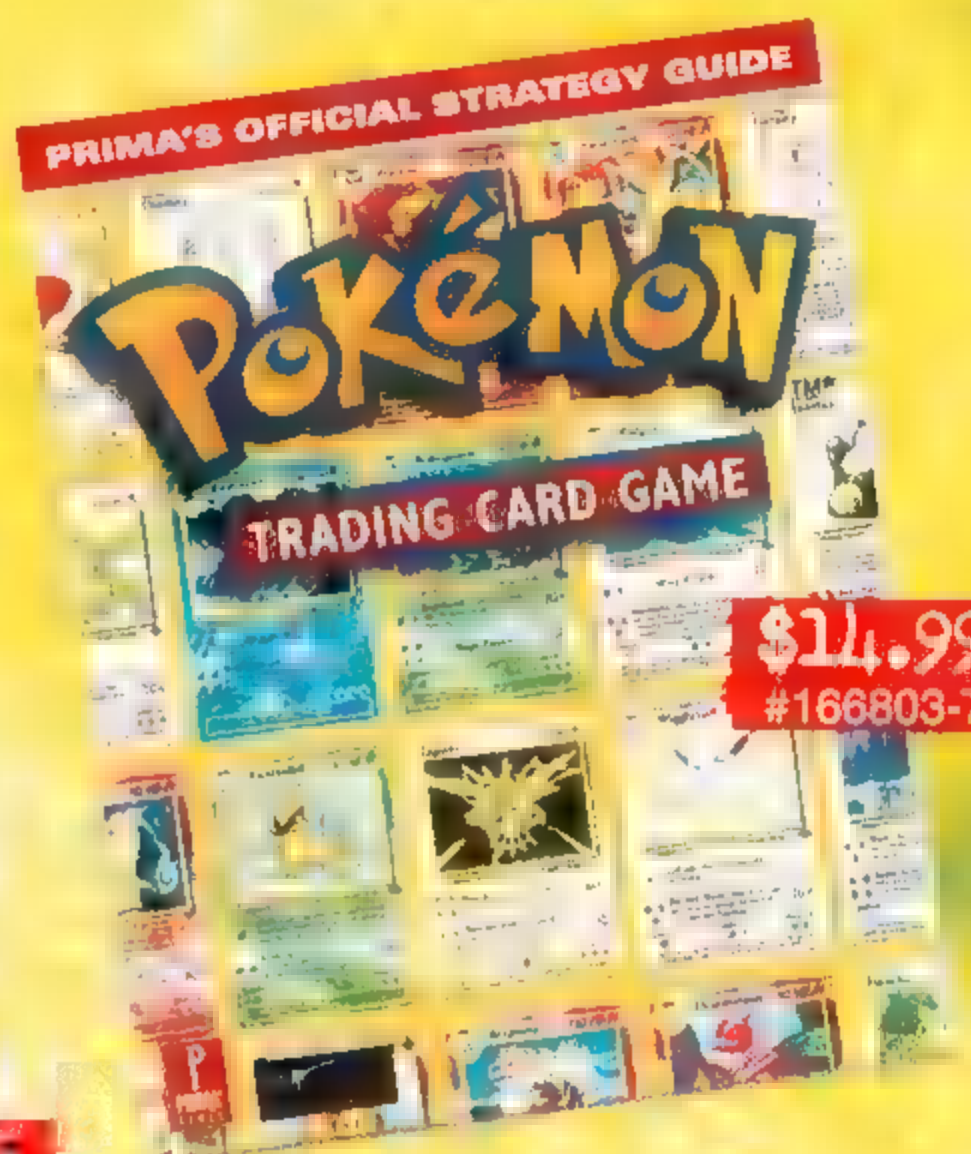
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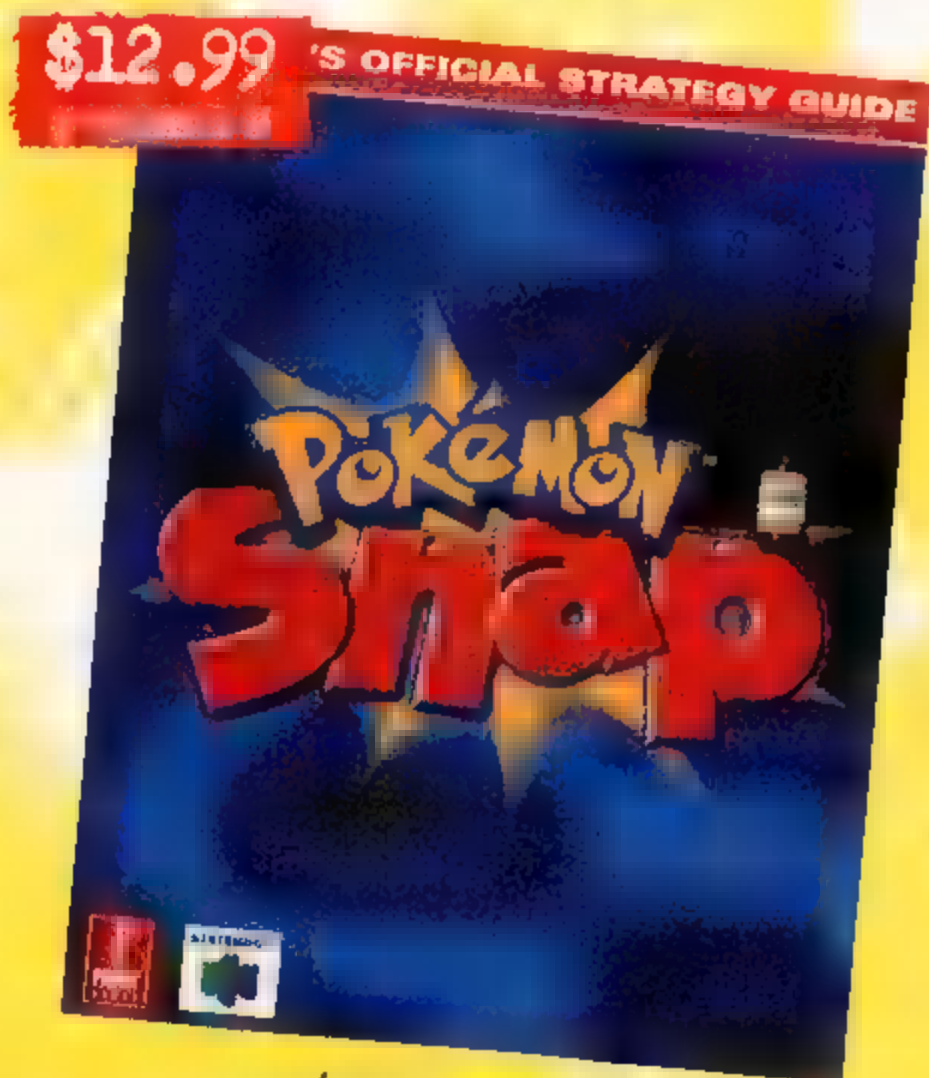
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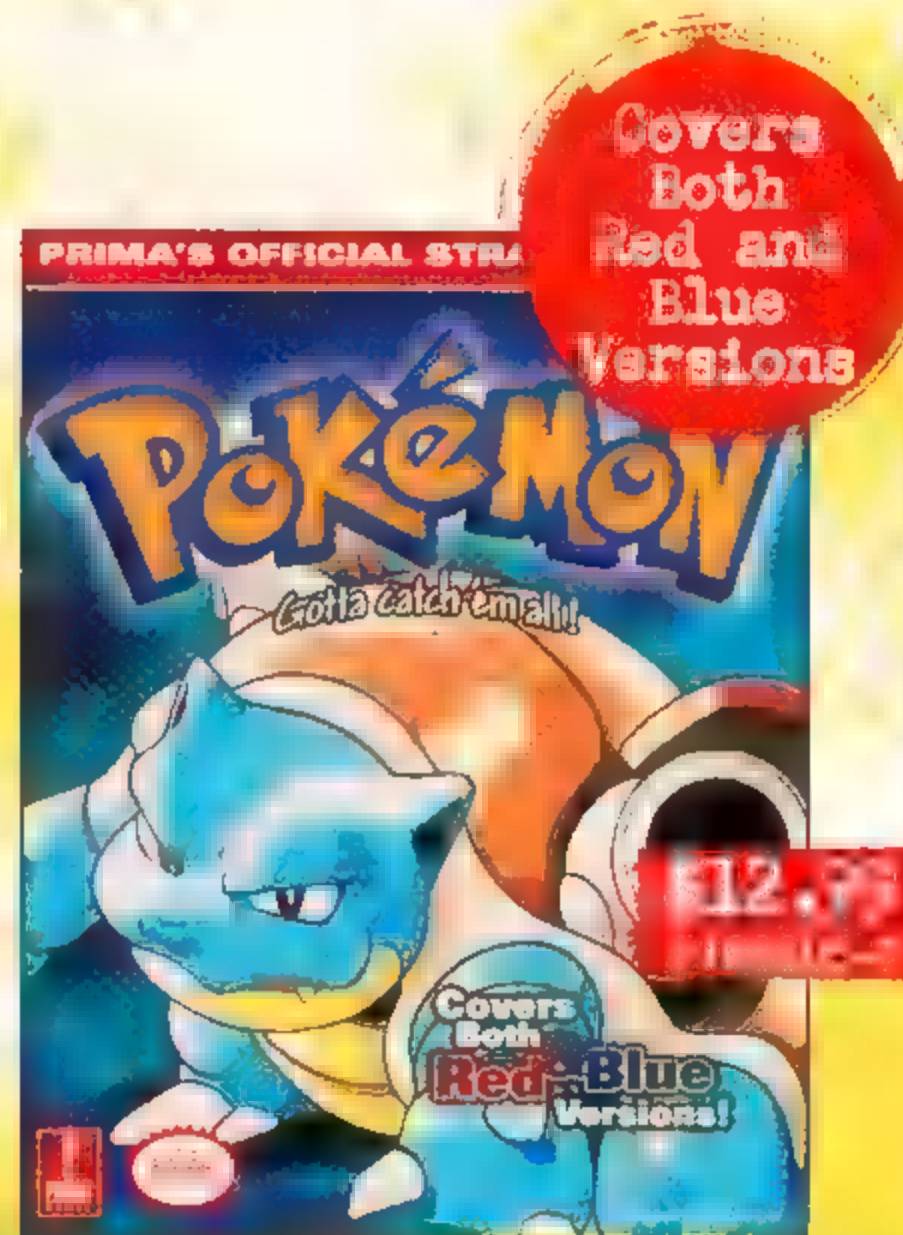
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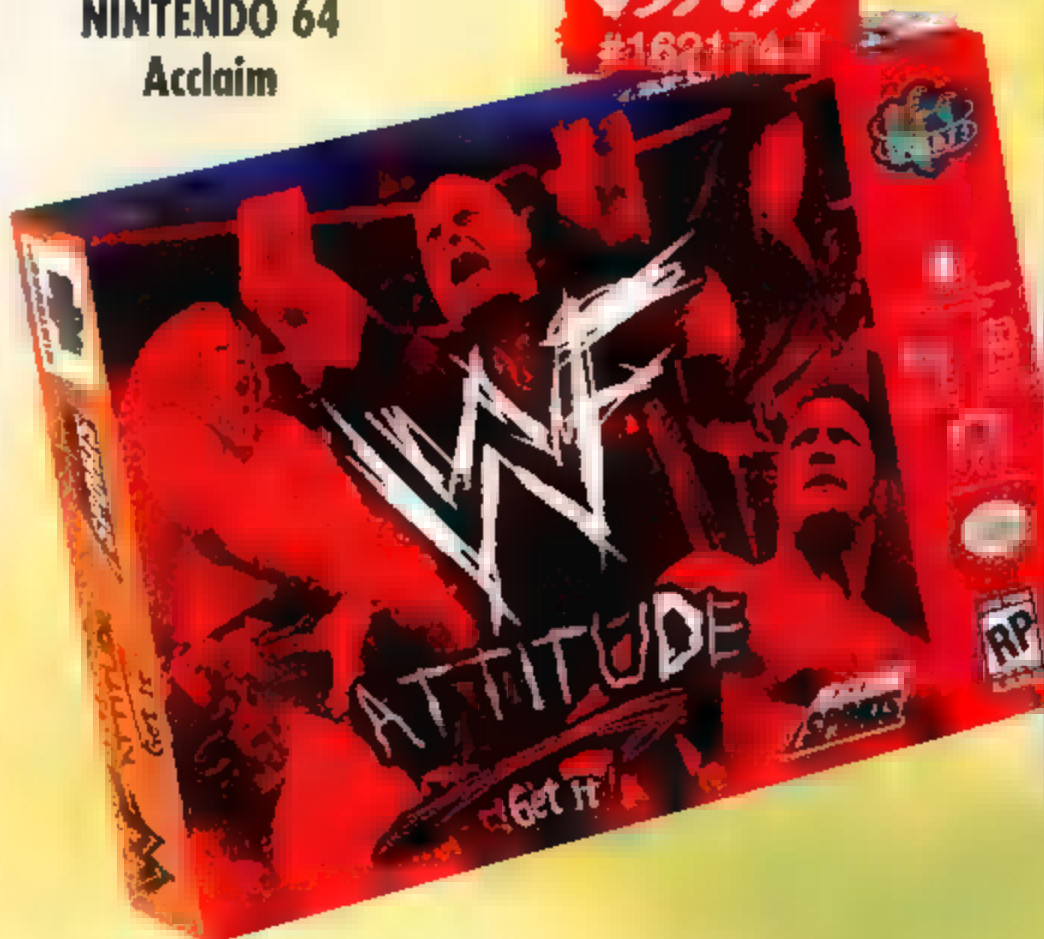
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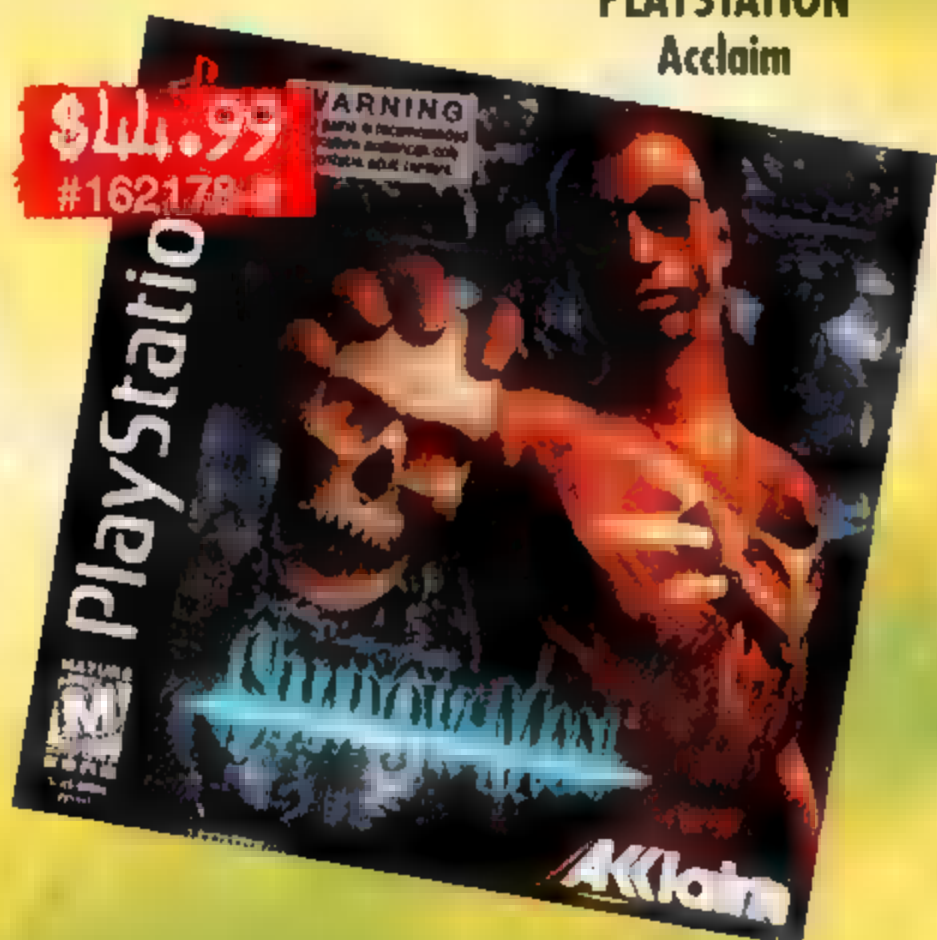


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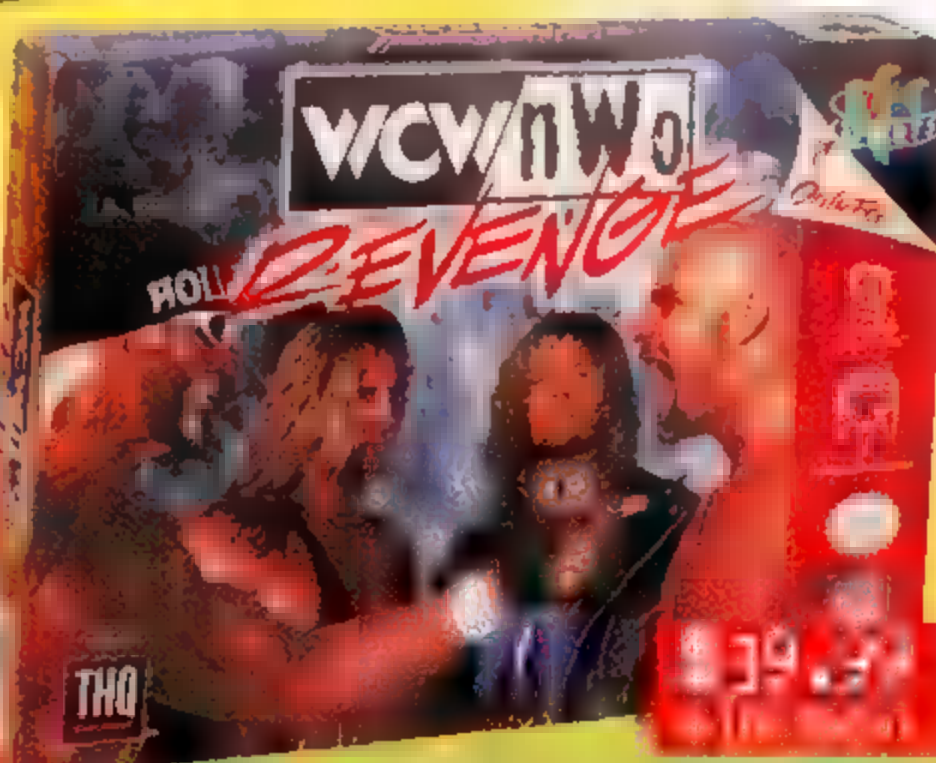
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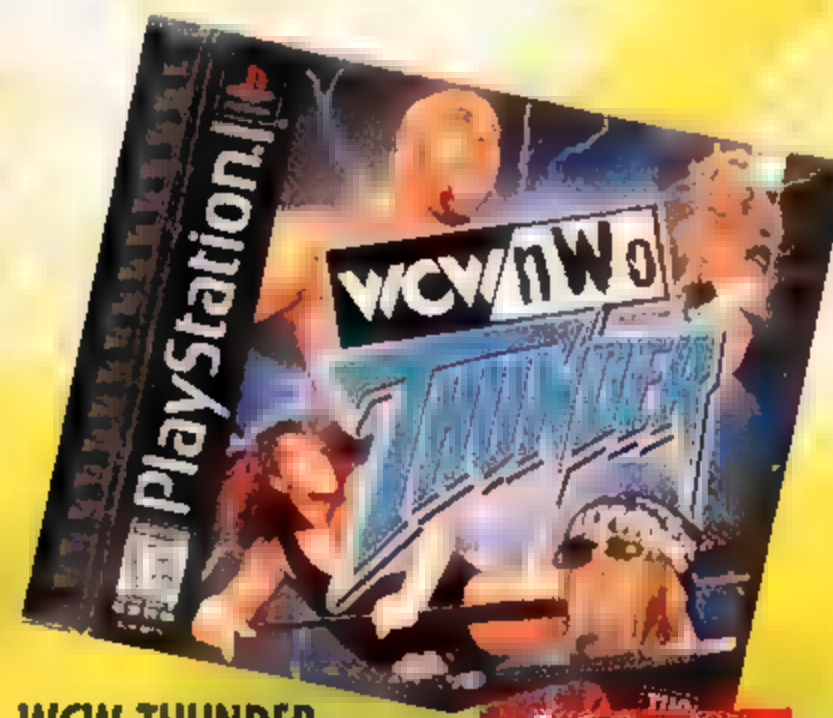
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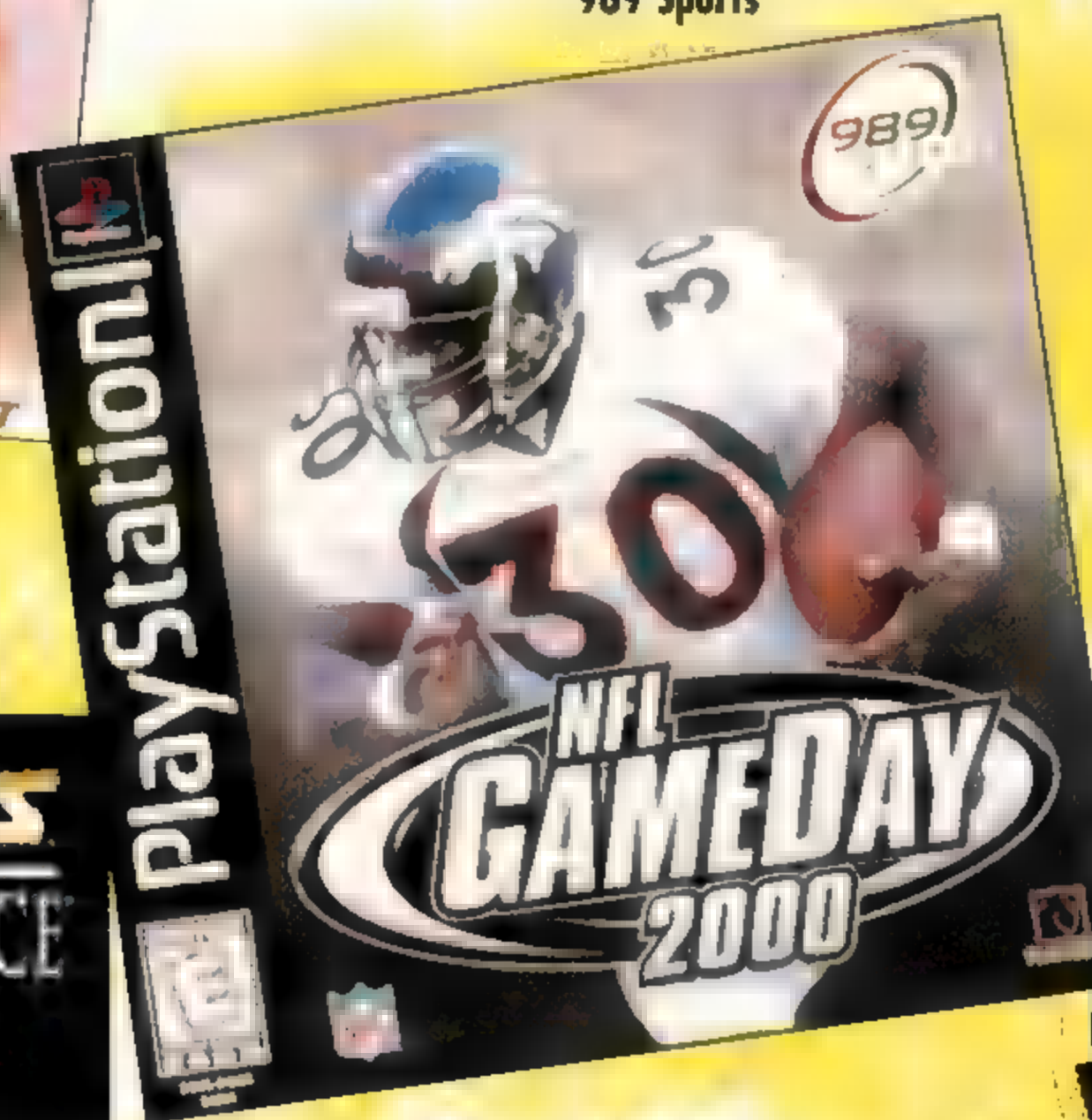
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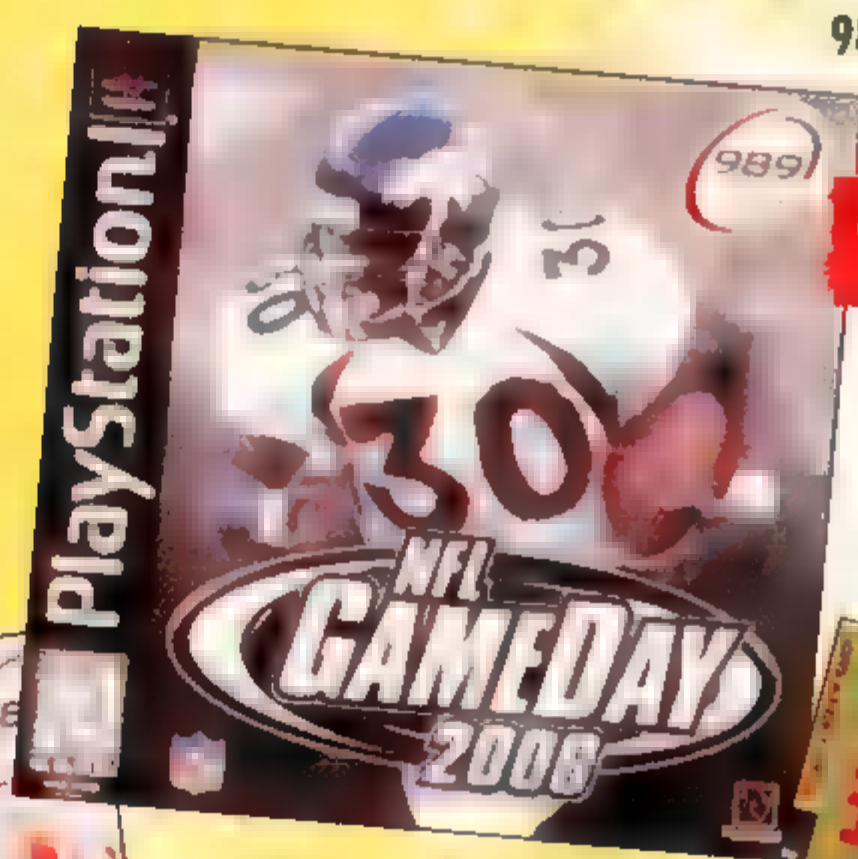
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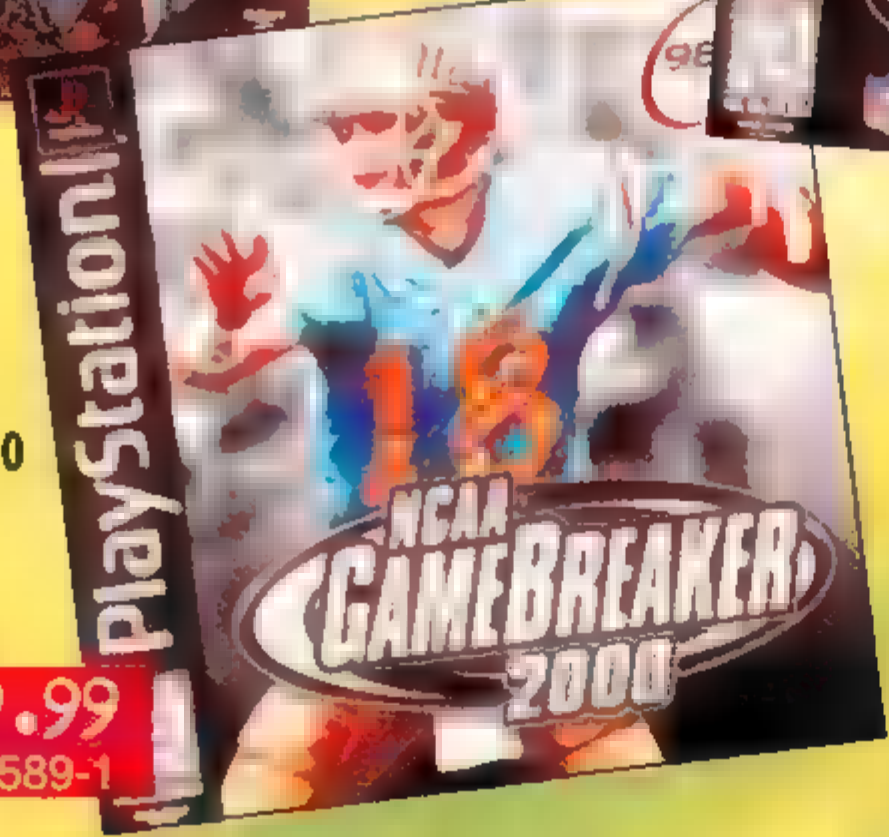
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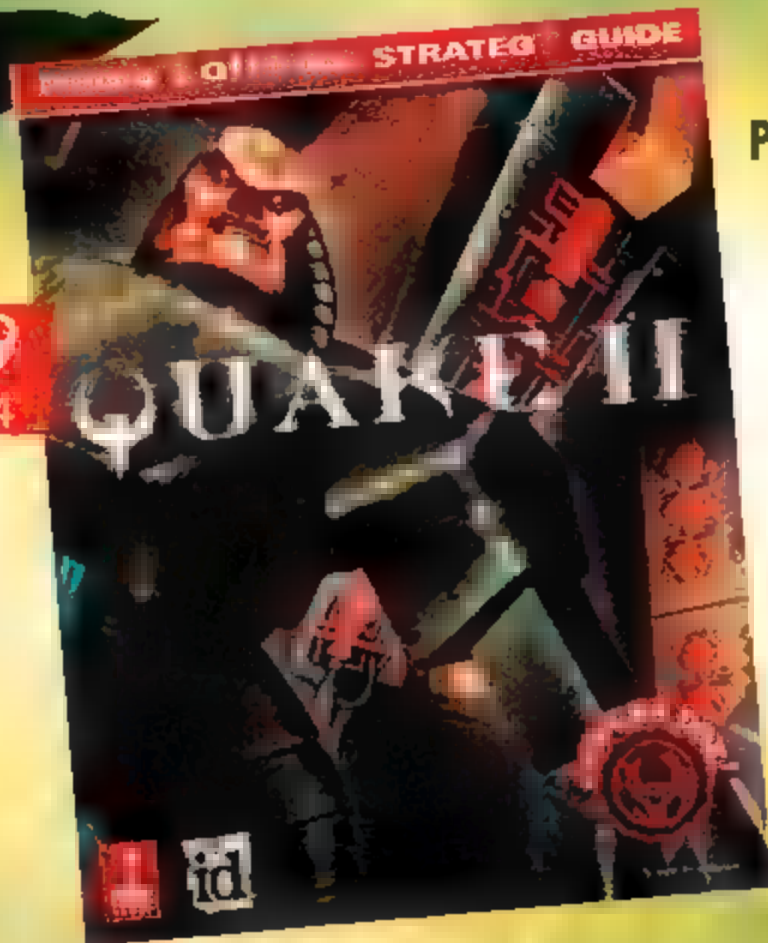
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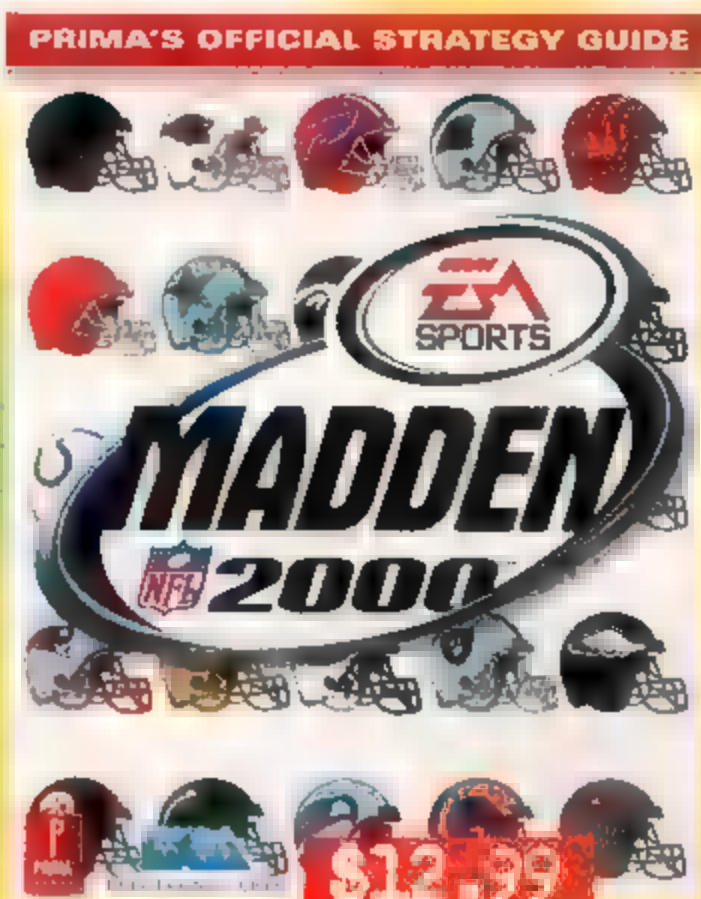
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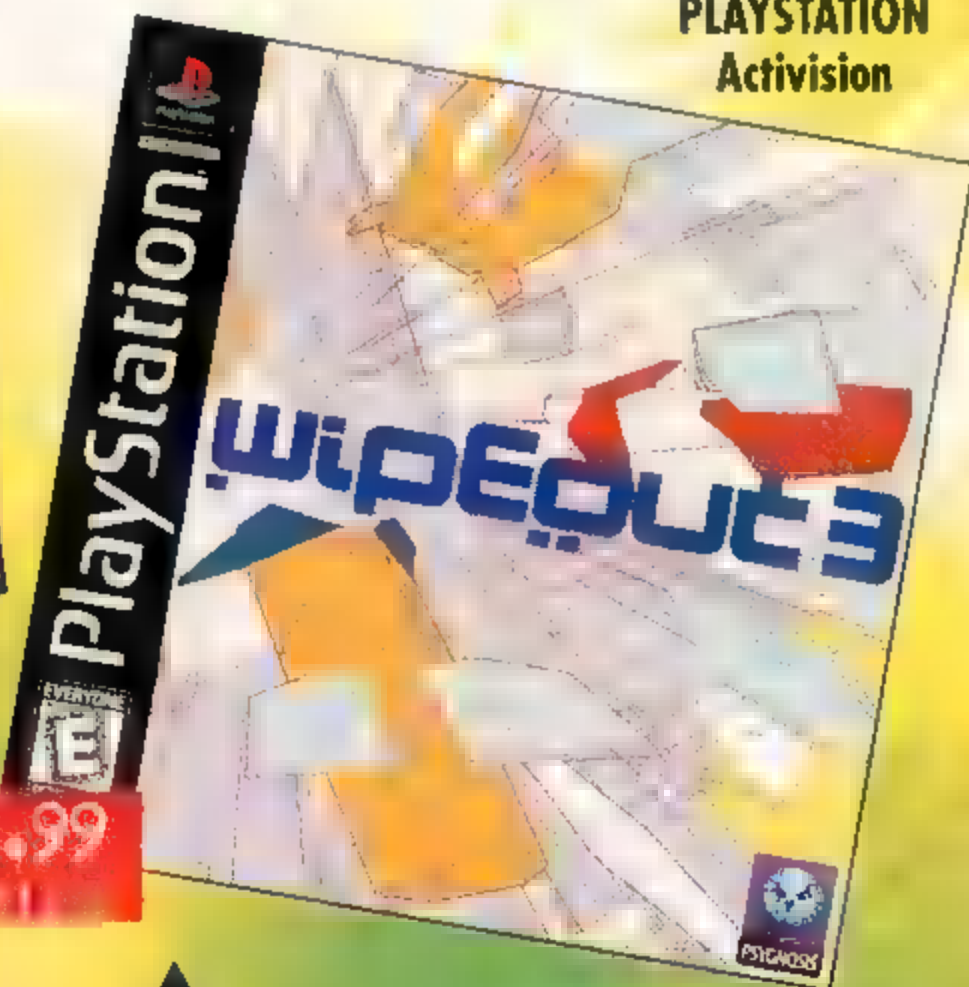
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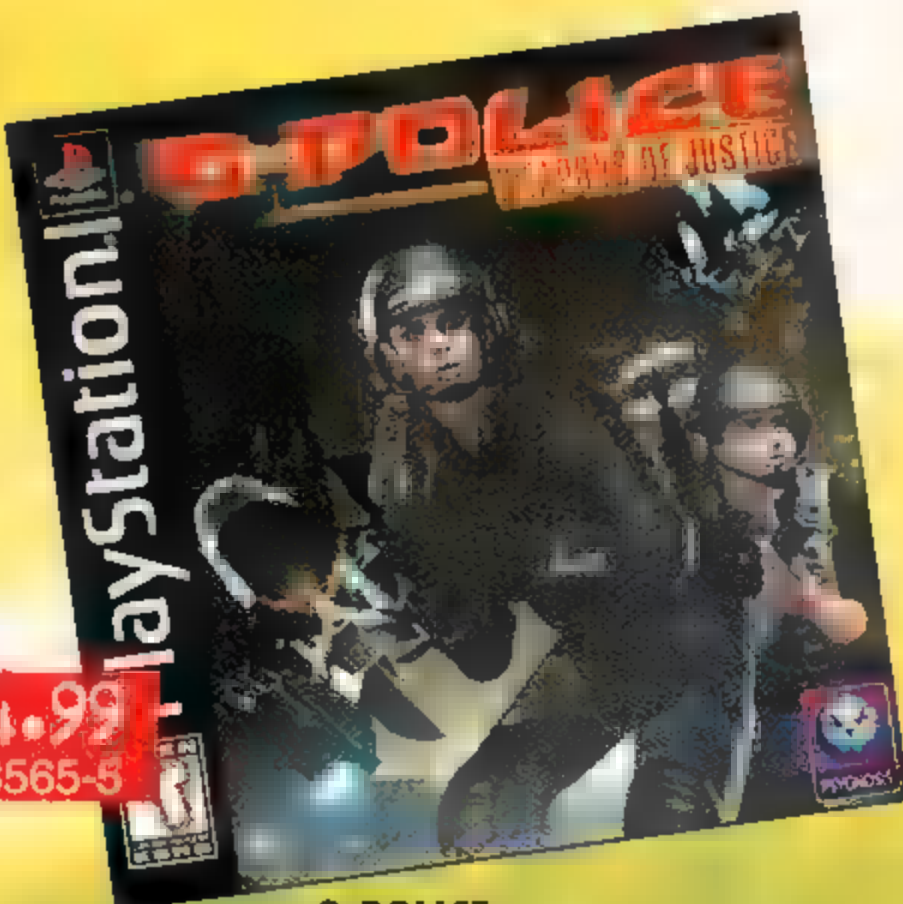


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Christian

Cool Move: Japanese Arm Drag ➡ ⬅ K

While Tied Up: Floatover Suplex ➡ TU

From Behind: Octopus Hold ➡ P

Top Rope (opponent down): 450 Splash P + K

Trademark: Falling Reverse DDT

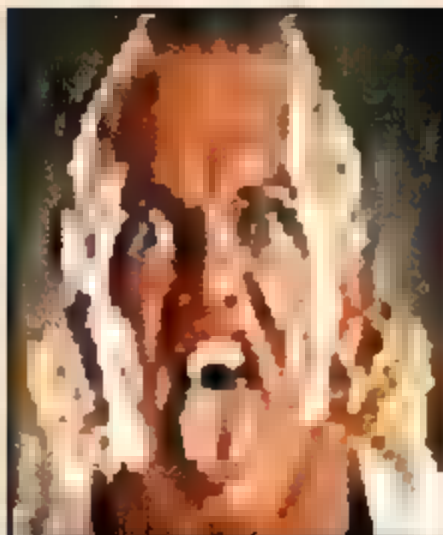
Finisher: The Impaler



➡ ⬅ K

⬇ ⬆ ⬇ TU

Christian, almost as hairy as his supposed brother, Edge, came to the WWF as Gangrel's protégé. Along with his bro and Gangrel, they united (after a stormy relationship) as the Blood. Christian is a former Light Heavyweight Champ and though he is a bit small, he is tenacious in the ring.



Gangrel

Cool Move: T-Bone Suplex ➡ ⬅ ⬇ P

While Tied Up: T-Bone Suplex ➡ ⬅ K

Submission (at opponent's feet): Elevated Crab ➡ ⬅ ⬅ K

From the Top Rope: Kamikazi Headbutt or Dropkick P + TU

Trademark: Tree of Woe

Finisher: Implant DDT



⬇ ⬇ P

⬇ ⬆ K

Gangrel is most noted for carrying a goblet to the ring, filled with an odd fluid. Of course it's fake blood, and his appetite for oohs and ahhs are satiated. That being answered, Gangrel has fangs (which he'll soon regret getting if his opponent is a steel in his tongue. He's part of the Blood so he acts vampiric.



Dr. Death

Cool Move: Running Powerslam ➡ ⬅ ⬇ TU

With Opponent Down: Standing Splash ➡ ⬅ TU

Big Time (from behind): High Angle Back Drop ➡ ⬅ P

From the Top Rope: Senton Bomb P + TU

Trademark: Dr. Bomb

Finisher: Oklahoma Stampede



⬇ ⬆ ⬇ TU

⬇ ⬆ K

Dr. Death is equipped with a series of "lethal" moves. Don't plan on any high flying acrobatics out of this monster of wrestling madness. His Dr. Bomb trademark move puts opponents in the hospital and the Oklahoma Stampede will leave others in a comatose state in minutes.



Al Snow

Submission (at opponent's feet): STF ⬇ ⬆ K

While Tied Up: Double Underhook Suplex ➡ P

From Behind: Rolling German Suplex ➡ ⬆ K

At Opponent's Head: Crossface Punch ⬇ ⬆ P

Trademark: Underhook Headbutts

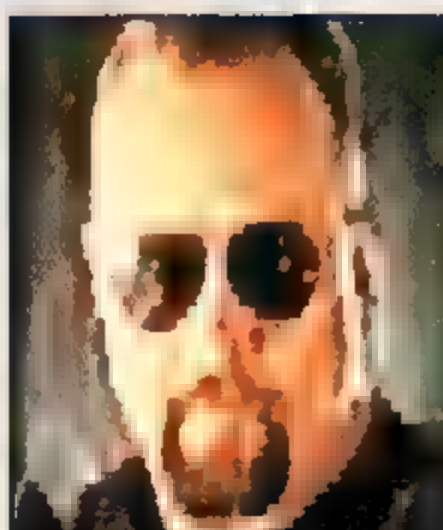
Finisher: Snow Plow



➡ TU

TU, ➡ ⬆ P

A much better actor than he is a wrestler, Al Snow dilly dally around the ring as if he's mentally ill. He totes around "Head," a disembodied mannequin head that he takes orders from. He is a hardcore master and tends to throw his opponent the way a fool. As far as his wrestling, he has a lot of solid moves.



Big Boss Man

Cool Move: One Handed Choke Slam ➡ ⬅ ⬆ P

While Tied Up: Brainbuster ➡ TU

Cruel Move (at opponent's feet): Wishbone Legsplitter ➡ ⬇ K

From the Top Rope: Shoulder Tackle B + TU

Trademark: Big Boss Splash

Finisher: Boss Man Slam



Opponent in Corner Run, K

TU, ➡ ⬆ K

The main man from Cobb County, Ga., came back to the WWF to protect Vince McMahon from Stone Cold. But since then he's made a name for himself inside the ring. His most notable accomplishment was winning the hardcore championship. The Big Boss Man is just what you need to end your opponent's ass.



Whiskey Marc

Cool Move: Super Medley ➡ ⬇ P

While Tied Up: Shortarm Lariat ⬆ ⬇ TU

Submission (from behind): The Pass Out ➡ K

From the Top Rope: Broken Bottle P + K

Trademark: The Inebriator

Finisher: The Whiskey Pole



➡ ⬅ ⬇ P

➡ ⬅ ⬇ P

Whiskey Marc heralds from the technical wrestling mecca of Des Moines. His Ronald McDonald appearance is quite deceiving, especially considering that he can barely find the ring after some of his serious benders. His Whiskey Stem has been known to end many careers in a year, and he's fake.



The Godfather

Cool Move:
Fall Forward Powerbomb

While Tied Up:
Sitdown Powerbomb

Submission (at opponent's head):
Camel Clutch

From Behind:
Reverse Powerbomb

Trademark:
The Ho Train

Finisher:
Pimp Drop



➡ ➡ ➡ P

➡ ➡ ➡ P

The back of the Godfather's jacket says it all: Pimp! Ain't Easy Touché, Godfather. He and his band of merry men come to the ring with all the panache and flair of real pimps. His array of powerbombs slams would leave anyone in need of a good massage and his dance maneuvers can't be imitated.



Shawn Michaels

Cool Move:
Flying Head Scissors

While Tied Up:
Northern Lights Suplex

Submission (at opponent's feet):
Figure Four Leglock

Top Rope (opponent down):
Shooting Star Press

Trademark:
Hurricanrana

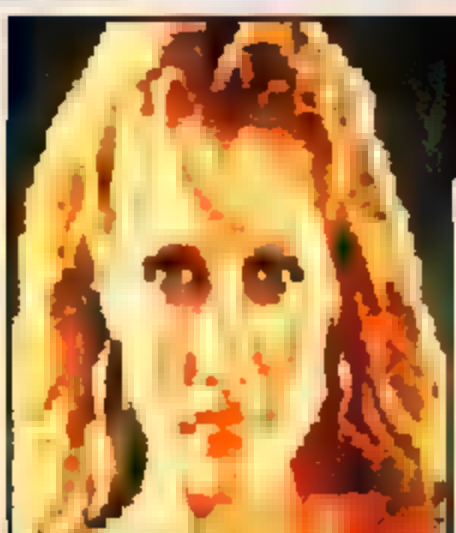
Finisher:
Sweet Chin Music



➡ ➡ TU

➡ ➡ K

Shawn Michaels is thought to be one of the most exciting, charismatic athletes in sports entertainment. He has the distinction of capturing the WWF "Main Event" (holding the Federation Title, Intercontinental Title, European Title and the Team Title). His nickname is "The Heartbreak Kid."



Sable

Cool Move:
Hairgrab Takeover

While Tied Up:
Three Knee Combo

Submission (at opponent's head):
Leglock Chokehold

From the Top Rope:
Body Press or Splash

Trademark:
Sablecanrana

Finisher:
Sable Bomb



➡ ➡ K

TU, ➡ ➡ K

Sable is the WWF Alliteration of Sexy. From head to toe she is smoking hot, and she's got a few moves to prove that her looks aren't the only thing she's got going for her incredible hot self. When she's not posing, she's sparring with the best of the WWF (well, not more...), and usually coming out on top.



Jacqueline

Cool Move:
Flying Scissors

While Tied Up:
Piledriver

Submission (opponent down):
Leglock Chokehold

From the Top Rope:
Shoulder Tackle

Trademark:
Figure 4 Leg Lock

Finisher:
Kamikaze Headbutt



➡ ➡ ➡ K

P + TU

Jacqueline is part of PMS (Pretty Mean Sisters). She has several solid moves in the ring that can cause serious damage, but her favorite is the Kamikaze Headbutt, as powerful as it is dangerous. Use her submission holds to weaken the opponent and finish them off with some top rope antics.



Chyna

Cool Move:
Throat Toss

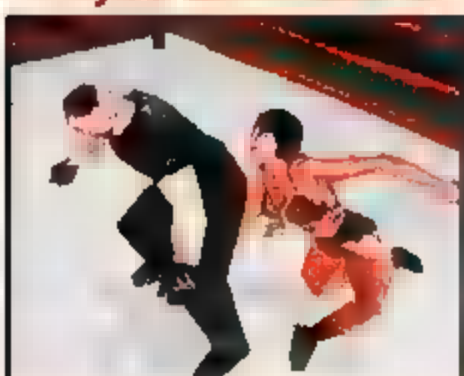
While Tied Up:
Piledriver

Opponent in Corner:
Overhead Press

From the Top Rope:
Knee Drop

Trademark:
Chyna Downstairs

Finisher:
Pedigree



➡ K

➡ ➡ K

Chyna is one muscle-bound babe who accompanies the talented Triple H to the ring each time. She is also the first woman wrestler to compete in both the Royal Rumble and "King of the Ring." Just because she hangs with Triple H doesn't mean she can't compete, and her trademark move shows it.



Head

Cool Move:
Layin' the Smack Down

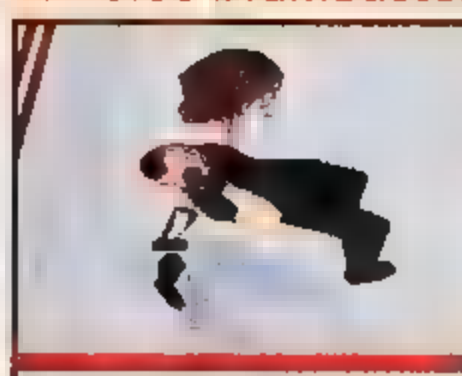
Another Finisher:
Implant

While Tied Up:
Front Brainbuster

With Opponent Down (at head):
Stranglehold Gamma

Trademark:
Reverse Brainbuster

Finisher:
Hanging Powerslam



➡ ➡ TU

TU, ➡ ➡ TU

This invisible transparent "wrestler" can be invisible and comes with a huge collection of moves. Head is actually the plastic noggin that Al Snow carries around and "tosses to." If you can stand seeing through your opponent, Head is great. Plenty of moves and all the thrills of a Lite Brite.



Marc Mero

While Tied Up:
Piledriver

↓ ▲ P

Opponent in Corner:
Hurricanrana

↓ ↓ TU

Submission (at opponent's feet):
Inverted STF

● ▲ K

■ Downed Opponent's Side:
Leg Drop

↓ ↓ TU

Trademark:
Mero Sault



K + B

Finisher:
TKO



➡ ◀ ◀ TU

Marc Mero is a champ wrestler. His moves (aside from his Mero Sault—which happens to be the coolest move in the whole game) are lame and easy to lock. You'll have the chance to wrestle with him once you win the European title, but for an unlocked wrestler, his moves are pretty tame and unimpressive.



Taka Michinoku

Cool Move:
Enziguri

➡ ▲ P

While Tied Up:
Overhead Belly Suplex

● TU

Submission (at opponent's side):
Longbow Backbreaker

↓ ▲ ↓ TU

From the Top Rope:
450 Splash

B + TU

Trademark:
Swinging Bulldog



↓ ▲ K

Finisher:
Michinoku Driver



➡ ◀ ↓ P

Taka Michinoku supposedly heralds from Japan, but who tells the truth about the origins in the WWF? He wrestles with his brother Funaki and is notorious for his high-flying, Koko B. Ware style of wrestling. He's quick and he's flashy, and you'll unlock him after your first "King of the Ring" victory.



Kurrigan

Cool Move:
Knee to Face

➡ ↓ K

While Tied Up:
Side Belly to Belly Suplex

● TU

From Behind:
Full Nelson Slam

➡ TU

Submission (at opponent's feet):
Elevated Crab

➡ ◀ ↓ K

Trademark:
Choke Slam



➡ ◀ ▲ P

Finisher:
Kurrigan Shuffle



TU, ↓ ▲ P

What I know about Kurrigan I could fit into a shot glass. That being said, I thoroughly enjoy distorting the Kurrigan Shuffle. The moves list is pretty weak, though his one-handed choke slam can cause some problems. You'll unlock him after your first "King of the Ring" win. He's a real doozy.



Sgt. Slaughter

Cool Move:
Gorilla Press Slam

➡ ◀ ▲ P

Slaughter Move:
Bearhug

↓ ▲ P

Submission (at opponent's feet):
Boston Crab

➡ ◀ K

From Top Rope (opponent down):
Driving Elbow

P + TU

Trademark:
Piledriver



TU, ● ▲ P

Finisher:
Cobra Clutch



From Behind ➡ TU

One of the all-time greats in the WWF, not only do I own Sgt. Slaughter's GI Joe action figure, but I remember the days of yore when he teamed up with "Hacksaw" Jim Duggan. Now behind the scenes in the Federation, he's an unlockable character with his classic finisher: The Cobra Clutch.



Jerry Lawler

Cool Move:
Spinning Neck Breaker

➡ ◀ TU

While Tied Up:
Overhead Belly Suplex

➡ TU

Submission (at opponent's head):
Camel Clutch

➡ ◀ ↓ P

From the Top Rope:
Fist Drop

K + B

Trademark:
Big Head Punch



TU, ➡ ◀ K

Finisher:
Piledriver



TU, ➡ ▲ P

"The King" Jerry Lawler was once voted the second most recognizable person in his native Memphis, Tenn., behind the one and only steamroller, Elvis Presley. Lawler is a legend of professional wrestling from the days of old when he toppled giants like Ric Flair, Terry Funk and Hulk Hogan.



Paul Bearer

Cool Move (from behind):
Low Blow

➡ K

While Tied Up:
Piledriver

● ◀ ▲ TU

At Opponent's Side:
Standing Splash

↓ ▲ TU

From Top Rope (opponent standing):
Body Press

B + TU

Trademark:
Bearhug



➡ ◀ P

Finisher:
Buffet Buster



B + TU

This dark, four-chinned individual is notorious for his dealings with the Undertaker. In the past he's been involved with taking the Undertaker under his wing and trying to destroy his star pupil. He wears all black and you'll unlock him along with Jerry Lawler after the Royal Rumble.



Smoke your tires to victory!

by Jim Mazurek

BY JIM MAZUREK

If I told you *Driver* was one of the most innovative concepts ever developed into a game, would it excite you? How about if I said you've never played anything quite like it before. Are you fired up yet? Well you should be!

Driver manages to combine great elements into one user-friendly package, but the game loses a bit of steam toward the end. Although the excitement lags, don't let me sway your thoughts about adding this game to your collection—it's excellent!

Within this guide lie concise and accurate maps of each of the game's four cities. Use these maps to find shortcuts, plot escape routes, or even just as general mission guidelines. Don't overlook the general strategies either—they proved invaluable. Now if you could only beat that cursed training mission...

database

time to complete 20 hours
challenge Moderate
what it needs More variety
best feature Different paths
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Just as you set up for a turn, hit the handbrake (B) to kick the back end of the car out. Counter steer and hold the car in line. If done correctly, you'll lose little or no speed while maintaining a clear turning angle. This can also be achieved using the brake button (C), but it will slow you down

considerably. As you gain experience driving the car, experiment with the "Max steering lock" button (U). This makes the wheels automatically turn as far as they can go when pressed in conjunction with the control pad. Good for those "extra sharp" turns when running from the police.



② Shifting Weight to Avoid Obstacles

If you need to veer between obstacles (or cars), quickly lift off the accelerator (X) for a fraction of a second as you start to turn. This will shift the weight of the car and cause the front wheels to "bite" a bit more as you turn. If done correctly, you'll even

see your car tilt as the weight is redistributed across the front tires. Don't do this when you've been hit by a cop, as it usually sends you spinning uncontrollably for quite some time.



③ Avoiding Those Omnipresent Cops

If you're having trouble dealing with the cops, try these on for size:

① **Frontal Approach:** If driving straight at a cop, he'll probably detect you (if you're breaking the law by speeding, blowing red lights, etc.). It's best to prepare for the worst and pick a way to turn (right or left).

Always go with your initial hunch, hesitation only leads to frontal collisions...

② **Avoidance from the Rear:** If coming up to a cop from the rear, it's best to stay as far away from him as possible until you see him make a decision. After he's moved, just swing by him in the opposite direction.



I've Had Enough!

(So I've had enough of the initial training level. I did, and only after I saw how hard it was to beat a game, and I did succeed in beating the training level. Here's a guide to how to beat it.)

Don't let me discourage you by the extreme difficulty of the initial training level. I did, and only after I saw how hard it was to beat a game, and I did succeed in beating the training level. Here's a guide to how to beat it.



① Burn out (B) toward the wall and hold up speed, then release to a halt just short of the wall with your standard brakes (F). This will take care of Burnout, Speed and Brake Test.

② Still facing the wall, throw it in reverse (M) and hold it. Turn the car around, then let out the gas and throw it into 1st gear as you go around. Get on the gas during the turn (U) and you'll take care of the Reverse 1st.

③ Now accelerate forward, use the handbrake (B) to

make a hard turn in the steering wheel to make a cornering test. This will take care of the Handbrake test.

④ Do a quick 360-degree turn in the middle of holding the handbrake button (B) while steering hard right. This will take care of the 360.

⑤ You should still have at least 20 seconds before you hit around the corner, then you'll get a slalom in between one row of cars and the next.

⑥ Now you'll have to beat the slalom test.

Slalom



The training level is hard, but definitely not impossible.



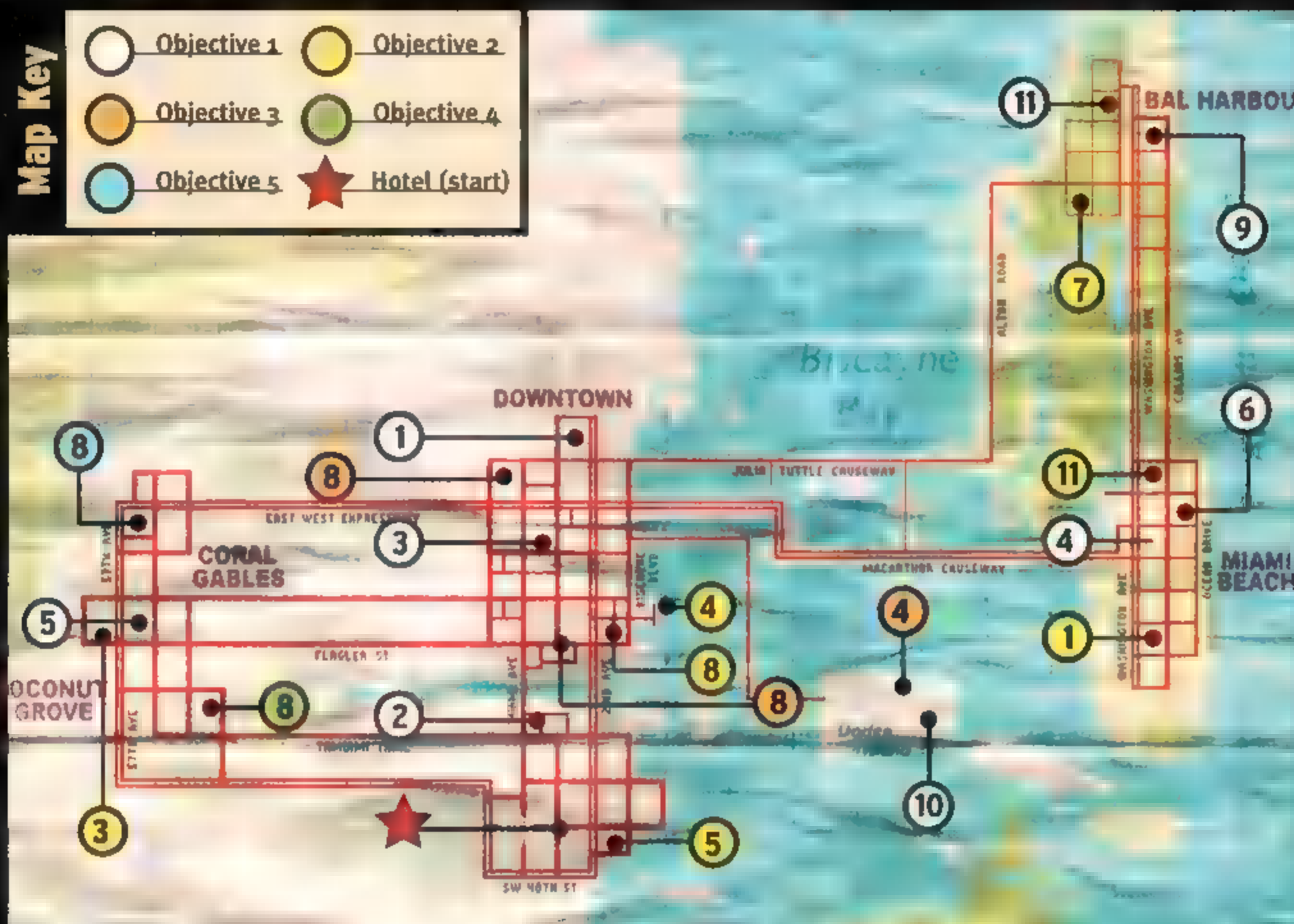
" h u m i d i t y a t i t s b e s t . . . "

Miami, Florida



Map Key

- Objective 1
- Objective 2
- Objective 3
- Objective 4
- Objective 5
- ★ Hotel (start)



The city maps will undoubtedly be the greatest help to you while playing through Driver. Use these maps for shortcuts, over-all city structure, and most importantly, level objective locations. The text walk-through for each corresponding level was intentionally left somewhat brief, forcing you to focus on **where** you are going rather than **how** to get there.

Overview

Did you know?

Ever notice that the "freakish" city streets bear a resemblance to the streets of New York City? They weren't built to be walked, but to be driven on. Rock on!



Mission 1: The Bank Job

•Objective 1—Get to the Bank

Don't worry about the cops on this level, they're relatively easy to shake off. You'll notice that if you arrive too early at the bank, the pickup can't be made. Try to get there with only about 10-15 seconds remaining on the clock for best results.

•Objective 2—Get to the Lock-Up

Once you pick up the three "homies," the cops are going to have your description. Get ready to be chased even if you're not speeding or breaking other traffic laws. So keep your eye on the radar and your foot on the gas pedal...



Get a taste for the controls, and watch those tires smoke...

Mission 2: Hide the Evidence

•Objective 1—Take it to the Breakers

It's a good idea to stay off the narrow highways and streets (cops track you easily). Instead, go straight over the main bridge and head to Miami Beach before going down the four-lane road. It's much easier to avoid getting a tail entirely, than to try to lose the tail at the end of the mission.



Mission 3: Ticco's Ride

•Objective 1—Pick up Ticco

There's very little time on this mission, so don't attract police if possible. If you get a tail, just restart the mission and try again.

•Objective 2—Take him where he wants to go

You need to be clear of cops when you make the drop-off, or he'll make you come around for another try. There's no time limit, so drive cautiously...



Mission 4: Case for a Key

•Objective 1—Go Meet Them

Let me start by telling you that this is one of the hardest missions in the game, period. Your damage stays with you from objective to objective, so it's important to use accuracy over power. At least the cops won't prevent you from finishing any of your objectives.

•Objective 2—Make the Exchange

Watch out for roadblocks on the way to Dodge Island. I found it best to just glide along the guard rail and scrape the paint off the car rather than smashing into them head-on.

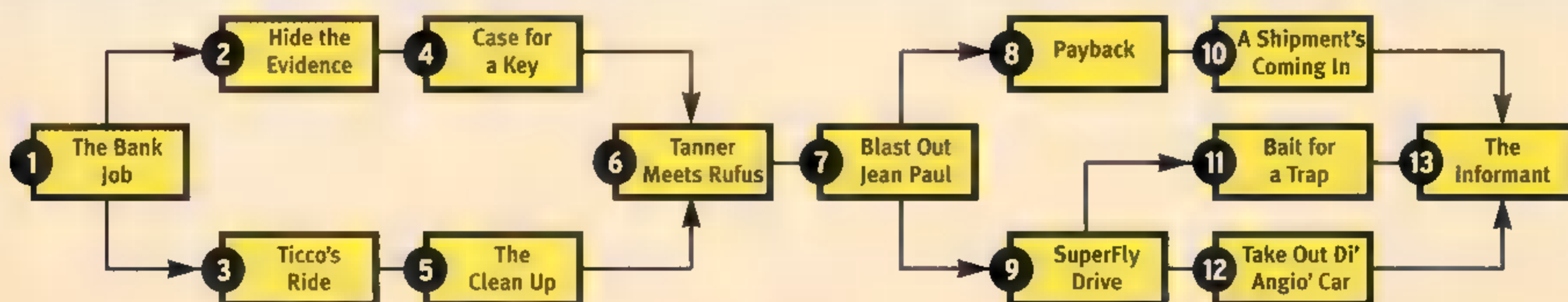
•Objective 3—Catch the Boat

Once on Dodge Island, find the warehouse and park between the two parked cars to fulfill the objective.



Miami Mission Tree

Use this mission tree to plot your course through the city of Miami to San Francisco.



Miami, Florida (continued)

Mission 5: The Clean Up



•Objective 1—Pick up the Car

2:00

Head up the main four-lane highway to the West of the motel (usually, when you stay on the wider highways, there is less chance of a roadblock when detected by police). Your final objective is to get into the garage within downtown Miami.

Mission 6: Tanner Meets Rufus



•Objective 1—Go and Meet Rufus

2:15

Head straight up the four-lane highway for this one. If you manage to get a tail on this level, it's highly unlikely that you'll have time to lose him. I found it best to just restart the mission and try again.

Mission 7: Bust Out Jean Paul



•Objective 1—Ram Jean Paul

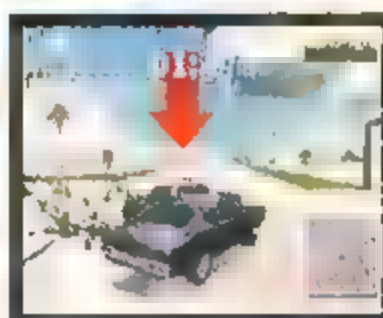
1:30

Once he's out of sight, you fail the mission. Go for a series of smaller hits rather than one giant slam.

•Objective 2—Get Jean Paul out of There

1:55

Once you've got him, get along to the safehouse in Bal Harbour. You'd better not get a tail, because the guys won't open the garage if the cops are around.



This one's against the clock — keep the pressure on!

Mission 8: Payback



•Objective 1—Reck the Five Restaurants

3:00

The main goal here is to break up as many tables and chairs as you can within each of the little restaurants, since you'll get a time bonus for each one (between 8-12 seconds). I found it best to slide in on an angle as opposed to taking them head-on. I can usually get between 95-100% of 'em with one fell swoop. The radar will lead you from diner to diner, so just keep your eyes peeled for the cops as you approach the various restaurants.



Prevent your car from hitting the diners head-on.

Mission 9: Superfly Drive



•Objective 1—Take this Puppy Home

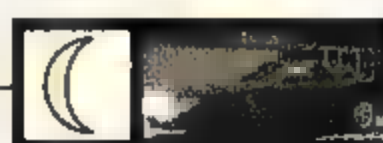
2:45

Once you get downtown, take the wider of the two highways to Miami Beach (it's much easier to dodge roadblocks if you get a tail). This route is a little bit longer, so every second counts. Also take note that this car is much faster than most others, making for easy spin-outs and even easier encounters with the law. But it's essential that you keep it in near-perfect condition before reaching your final destination.



Make sure to check the dot on your map closely.

Mission 10: A Shipment's Coming In



•Objective 1—Pick up the Hardware

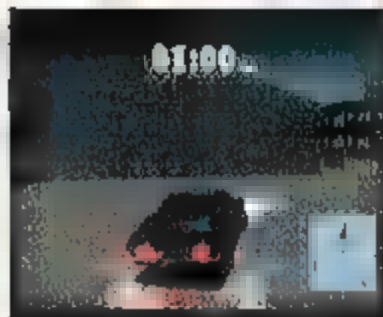
2:45

Hop over the right-hand bridge, then take the first narrow highway on the right. When you get onto Dodge Island, try to remember the route you took in, as it's very easy to get lost on the way out.

•Objective 2—Head back to the Motel

n/a

Use the signs (as shown in the picture to the right) to navigate your way through the maze of warehouses.



These signs prove helpful in navigating through.

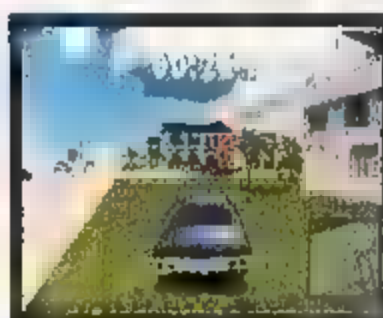
Mission 11: Bait for a Trap



•Objective 1—Wreck his Car

2:25

This mission is timed relatively tight, with a choice of two routes. You can take the main four-lane highway to Miami Beach (it's longer, but your speed stays higher), or go up the short but narrow road straight to Bal Harbour. Which way you choose depends on your driving style. If you're good at shaking off police, take the short route. But if you're like me, and you prefer to steer clear of the law, take the longer one.



The grass isn't off limits, so use it!

•Objective 2—Take Him to the Trap

n/a

Once you've rammed him, head over the humpback bridge and on to Miami Beach (he'll need to follow you all the way back). If you get too far ahead of the car (highly unlikely), he'll lose you and the mission will end. Use the view to keep an eye on him.

Mission 12: Take out Di' Angio's Car



•Objective 1—Ram Him!

1:25

Your best bet is to wait until this guy goes for a turn, then broadside him and force a spin-out. It's not easy to do, but it's well worth it when you finally get it to work. Look for 80-100% damage if you employ this tactic...



Mission 13: The Informant



•Objective 1—Catch Jesse

n/a

The final mission in Miami, this one's definitely a kicker. Get on the throttle at the start (that train moves extremely fast!), and stay with it through its quick and somewhat confusing route through the area. As it nears the end of the track, you'll only have about four seconds to pull up and get situated for the pick up. Just sit on the arrow and wait.



Use shortcuts to catch up to Jesse the train.

Cheat if you Will...

Once you beat the entire game, the following cheats will be unlocked. If you're having a lot of trouble reaching a goal, simply enter the following codes at the main menu to activate the respective cheat within the "Cheats" screen.

- Invincibility: 01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 00
- Wheel Mania: 01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 00
- Tiny Cars: 01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 00
- Antipodean (upside down screen): 01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 00
- Stilts: 01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 00

Spike Strips are Better

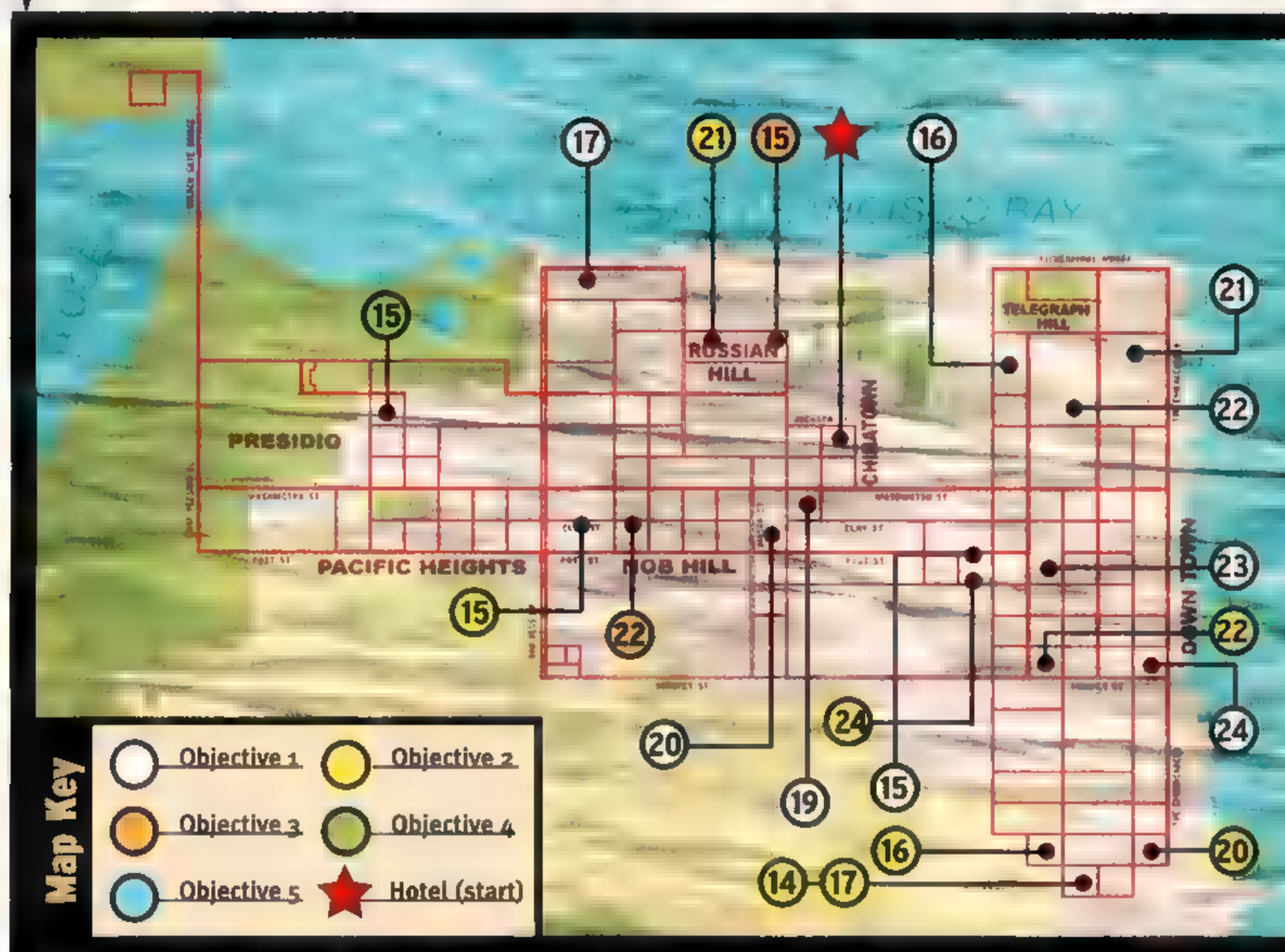
Whenever you see your favorite car on a highway street, they'll set up a spike strip to trap you in your tracks. These can be easily avoided if you have a good sense of direction and know how to pick a side and try to avoid being hit by the spike lane. However, it's often better to dual lane on each side of the road where it's possible to avoid the spike strip by nudging a side. If only those who have a good sense of direction can avoid that... fun...



Not a good place to be but a roadblock. Making it through ensure maximum damage to one's car.

" t r o l l e y c a r s & R i c e - a - R o n i "

San Francisco, California



Use this city map to pinpoint all level objectives. Also note that San Francisco kicks up the difficulty to the next level with some tighter times, and extra-long missions. You tell me if the San Francisco drivers are some of the worst you've ever seen, along with some unusually crabby policemen.

The Felony Meter

Remember that as long as you have no red showing on your felony meter, the cops WILL ignore you. Also note that you can break the law like there's no tomorrow as long as there are no cops who SEE you do it. Use this to your advantage by constantly referring to your onscreen map when cops are near (they are notated on the map by a white cone which represents their field of vision).

Mission 14: The Casino Job



•Objective 1—Get to the Casino

Head straight through Chinatown, and stop off at the Casino. The trolleys cause more trouble than the cops, so keep a watchful eye on 'em.

•Objective 2—Get to the Warehouse

The entrance to the warehouse is on the south end of the block. Once you're inside the walls, you're home free.

Mission 15: The Briefcase



•Objective 1—Get to Levy's

Take good care of your car. Also, know that the first three objectives don't require stopping. Just roll right through them to save time.

•Objective 2—Get to Sonoma Liquors

Use the map to find the objective, but remember not to stop when you find it!

•Objective 3—Get to Russian Hill

As with the previous objective, don't stop for this one either.

•Objective 4—Get to Maupin's

The only objective of the four that requires "stoppage." Since you're not timed for this mission, make sure to drive extra slow (yeah right).

Mission 16: Guns in the Trunk



•Objective 1—Get to Fisherman's Wharf

You've got loads of time for both parts of this mission, so be overly cautious and steer clear of police.

•Objective 2—Go Make the Drop

When it's time to head to the warehouse, just make sure you know how and where to enter the surrounding walls. Police are always roaming nearby.

Mission 17: Visit to the Mall



•Objective 1—Go Shopping

This section will be timed relatively tight, so make sure to make good turns while keeping your grill away from tree stumps.

•Objective 2—Get to the Yard

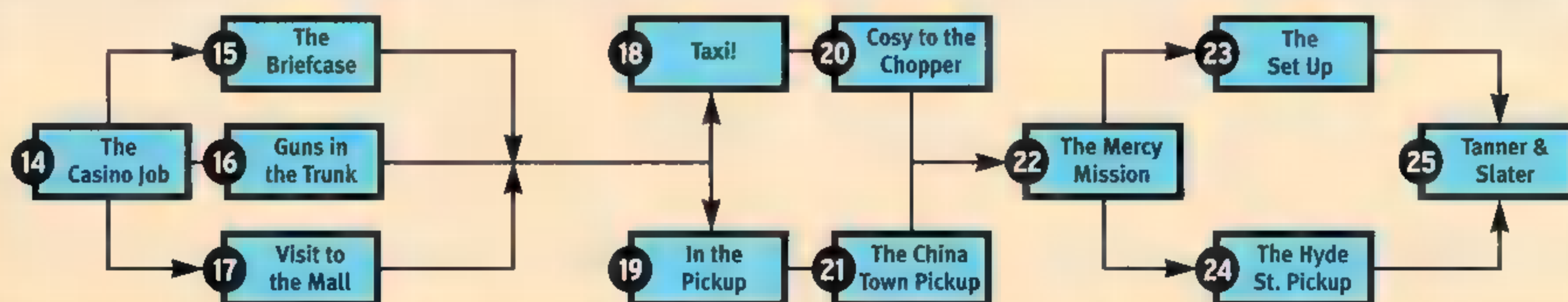
If you're getting a lot of heat within the second part of this mission, try weaving in between trolleys as bait for the police. There's nothing better than leading them directly into a moving train...



The entrance for the first objective is fairly well-hidden.

San Francisco Mission Tree

As with Miami, there are quite a few different paths through San Francisco. Use the chart below to plot your course.

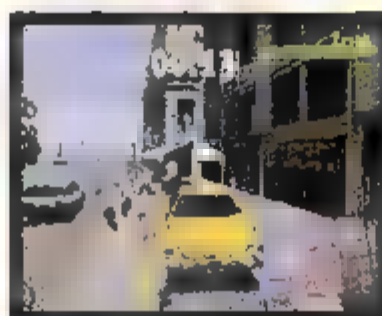


San Francisco, California (continued)

Mission 18: Taxi

•Objective 1—Scare Him!

One of my favorite levels in the entire game, your objective is to scare the crap out of the passenger inside your car. This is best accomplished by a series of 360s followed by some slight rubbing of the car's exterior on nearby buildings. Be creative, and try to set a record for the quickest time possible (try beating nine seconds!).



Build up the "freak-o-meter" quickly.

Mission 19: In the Pickup

•Objective 1—Get out of There (with the crate)

The object is to transport the crate to the drop-off point, with one major problem—it's full of explosives. Use finesse when taking corners, and remember that you have all the time in the world to complete this mission.

Jimz Equasion

Crate full of plastique + crappy driving = BANG!



Crate damage can also build up progressively...

Mission 20: Cosy to the Chopper

•Objective 1—Pick up Cosy

As long as your car is in one piece, you can finish the mission.

•Objective 2—Get him to the Chopper

Be careful in the rain, since the car really slides about when it's wet. Take corners with extra caution, since the rain makes the control a bit "muddy."



This ain't illegal—until you break 120 mph...

Mission 21: Chinatown Pickup

•Objective 1—Pick em Up

Just like normal on the first part of this mission, take it nice and easy. I found it easier to avoid heat from the cops by playing the Kool-Mo-Dee role (keep it casual, ya know).

•Objective 2—To the Crib

You'll have to go way down south to get around the end point in this section.



I found it easier to ride on the sidewalks rather than the street.

Mission 22: The Mercy Mission

•Objective 1—Get to the Goal

With a plot straight out of *Die Hard With a Vengeance*, this mission takes you from phone booth to phone booth in order to fulfill a series of tests. Just rush to each marker, and you'll be cool.

•Objective 2—Get to the Goal

Rush to the goal, and proceed on through!

•Objective 3—Get to the Goal

As with the previous goal, you'll need to be "expedient."



The key is to take turns wide and early.

Mission 23: The Setup

•Objective 1—Get to the Garage

When you arrive at the garage, be prepared to turn around almost immediately and get the heck out of there. The cops will be out in full force, trying their best to contain you. Enter with the mentality that you're only staying for a few short seconds...

•Objective 2—Get back to the Motel

Fly back to the hotel relentlessly, as if you have a real purpose other than saving your own hide.



Use "key" shortcuts to make up some lost time.

Mission 24: Hyde Street Pickup

•Objective 1—Go get Ross

The timing is insanely tight on this mission, so make sure to avoid the cops at all costs.

•Objective 2—Take him to Castaldi

Bring him over to the next goal with the least amount of heat as possible...



Make the pickup and head straight for Castaldi.

Mission 25: Tanner and Slater

•Objective 1—Stop Slater

The only way you'll stop Slater effectively is with one giant smash. Placing yourself right next to him as he goes into a turn works the best. Just sideswipe his car once (keeping contact as you roll), and the cumulative damage will put him out of commission.



Sideswipe him into oblivion...

Surviving...The Survival Mode

What's the point of all the "extras" contained within this mode? Well, this mode is some "cheat techniques" if you hope to perform well. Below are a few tactics that should help out a troubled player.

• The Police

Notice that the cops have been beefed up considerably (armor), and unlike the normal game, it's near impossible to ram one out by ramming it into oblivion. If you're lucky, it is possible to get them to ram into each other or even run over every once in a while.

• Your Agenda

Find an open field (like the start of San Francisco Mission), and run your car full throttle in a large oval pattern. You'll find that the cops have an extremely hard time getting a good angle on you, and unless you crash into a bush or tree (which is a surefire way to be caught), some time will pass before they catch you.



The later cities like Los Angeles and New York are better when it comes to avoiding cops—there are many tactics there that aren't very...



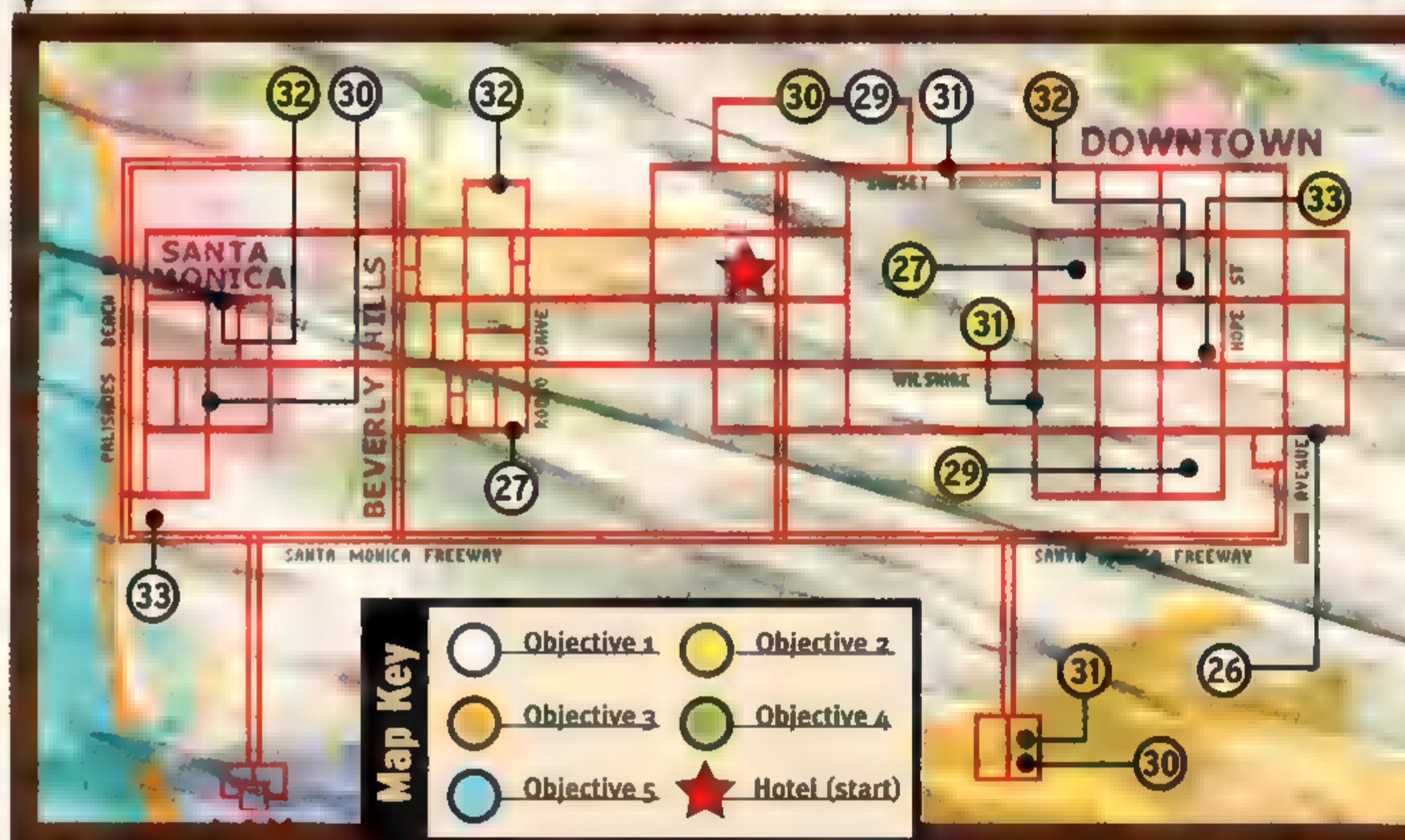
What's your best time in Survival Mode? Send me an e-mail with your favorite techniques, and I'll post them.

" f a s t c a r s a n d f a s t w o m e n "

Los Angeles, California



Overview

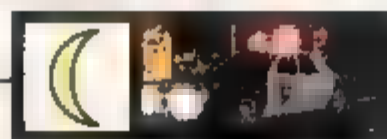


Use this city map to pinpoint all level objectives. Los Angeles does step it up yet another notch from the previous missions with even tougher missions, shorter times, and more heat from the cops. L.A. drivers are notorious for their erratic behavior, sometimes resorting to "gun usage."

The Juice is Loose

Curiously like those...
 Five...
 included a cameo...
 of...
 of L.A.'s most famous getaway drivers...
 Simpson... his white Ford...
 Bronco. Now you can... the... of...
 try... ram O.J. off the...
 road in one of the...
 the entire... extra... as he...
 throws Bruno... out... window...
 they hurt!

Mission 26: Steal a Cop Car



•Objective 1—Get to the Casino

Avoid the cops if at all possible. They'll start chasing you immediately, regardless of what you've done previously.

2:45

Mission 27: Lucky to the Doc's



•Objective 1—Go get Lucky

Insanely tight with the timing, try to cut corners wherever possible.

1:50

•Objective 2—Bring him to the Doc's

Slightly more relaxed timing on the second section. You do have to lose the cops, if they come for you.

n/a

Mission 28: The Chase



•Objective 1—Stop Duval

This chase is much easier than previous pursuits because of the rain. It slows you down a bit, but it also presents a 10-second window to catch Duval almost immediately at the very start of the mission.

2:55

Mission 29: Maya



•Objective 1—Go get Maya

Just take it easy and get to the objective with as little damage as possible. No big rush, you should have plenty of time.

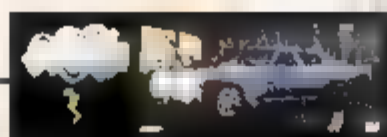
2:55

•Objective 2—Get her to the Hospital

You need to drive absolutely FLAT OUT if you even want a chance of approaching the goal in time. Your best bet is to stay on the small two-lane highway and use the sidewalks when necessary.

1:45

Mission 30: The Maddox Hit



•Objective 1—Pick up the Hitmen

The time limit here is borderline "insane," so ditch the fancy moves and stick to your acute driving skills. Get up to the third floor in the parking garage for the pickup.

1:40

•Objective 2—Get to the Chinese Theater

Approach the theater and let the sniper do his work.

2:10

•Objective 2—Get out of There

Get the hell out of that cursed garage as soon as you can! Cops will be flying in from all directions, so be alert.

n/a

Mission 31: Lucky to the Crib



•Objective 1—Pick up the Gangsters

Take this first section with caution, as you don't want high damage holding you back from completing the next two objectives.

n/a

•Objective 2—Get them out of There

Absolutely, positively no tails man (said in that "cool" gangster-like tone)! Seriously though, if you get a cop on your hide, shake him.

n/a

•Objective 3—Take Lucky Home

Get him to the goal, but remember to watch your damage meter. There's no point in rushing now.

n/a

Mission 32: Beverly Hills Getaway



•Objective 1—Get to Beverly Hills

Really tight timing, but no special techniques needed. Take the standard route.

n/a

•Objective 2—Get to the Lockup

This section is untimed, so drive casually rather than being duped by cops.

n/a

•Objective 3—Get to the Safehouse

The cops will be waiting for you, so use your "dodge and run" tactics to the best of your ability. Make as few turns as possible to save time.

n/a

Mission 33: The Test Run

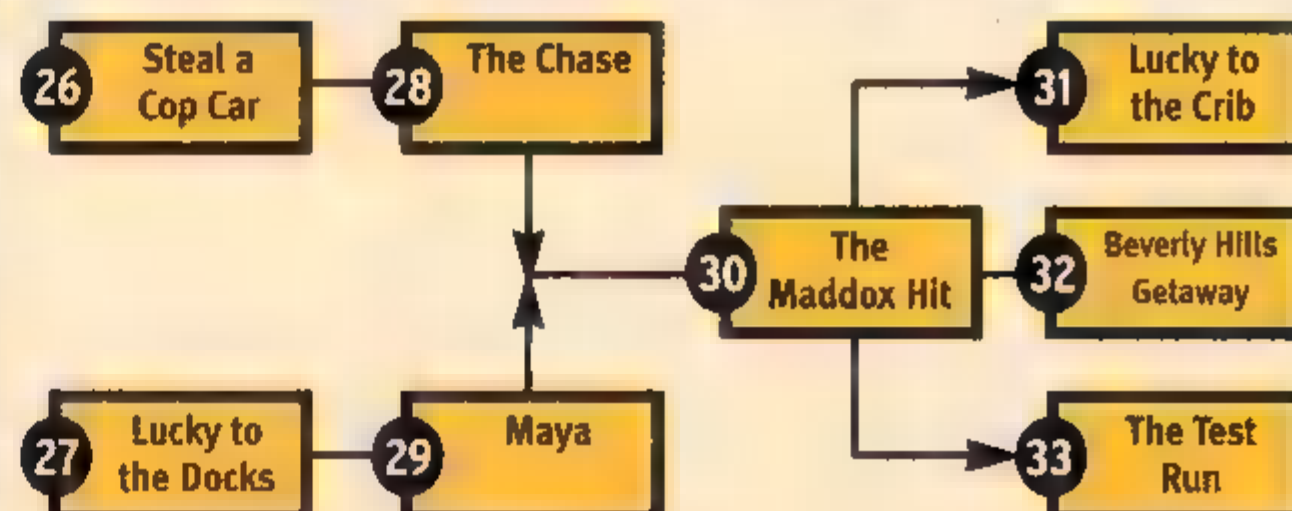


•Objective 1—Get to the Goal

Get ready for a long boring drive with no time limit. Get right on the main four-lane highway (south) and burn down the center lane to the goal area.

n/a

Los Angeles Mission Tree



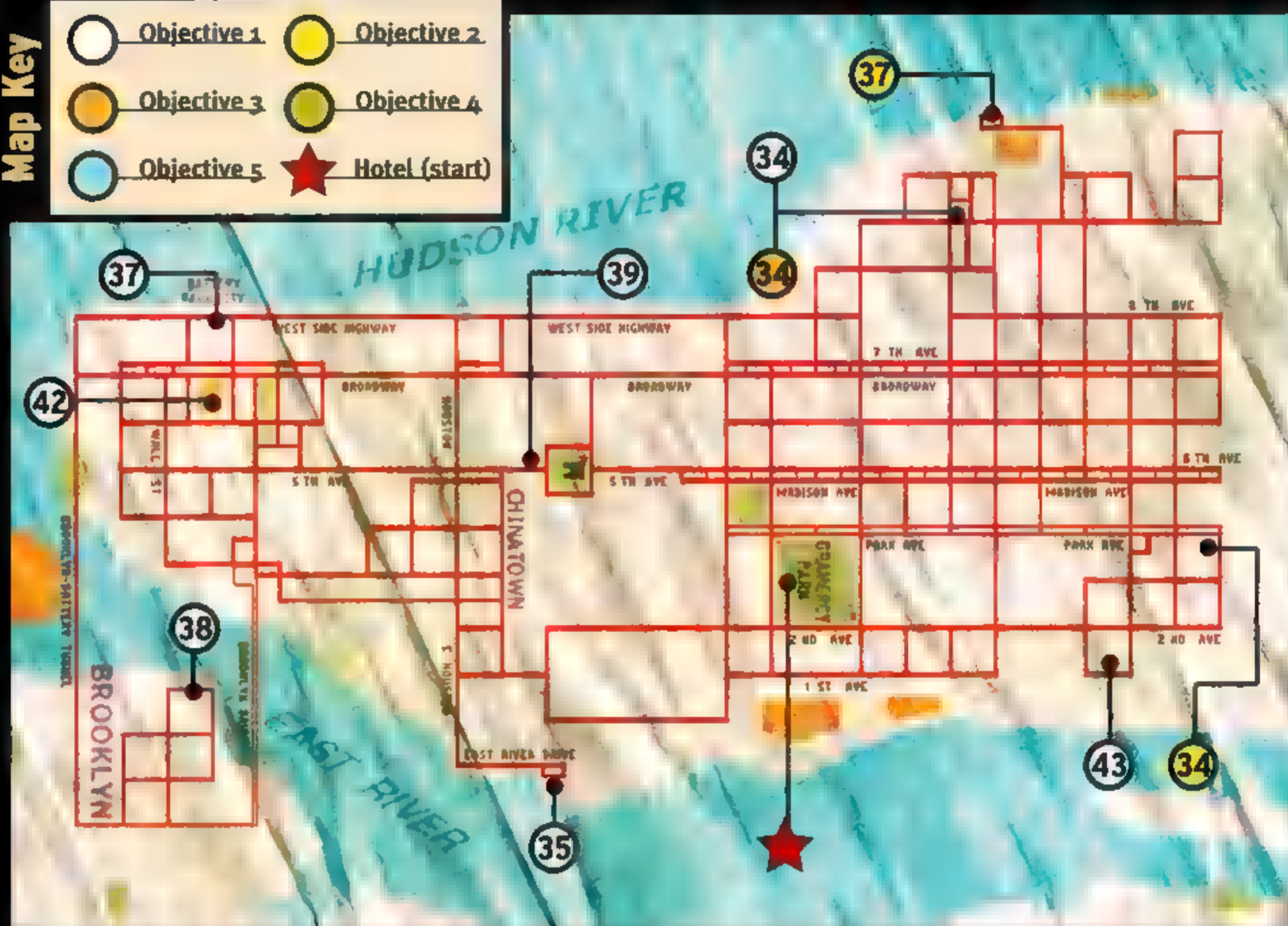
" b r i g h t l i g h t s , b i g c i t y . . . "

New York, New York

Use this city map to pinpoint all level objectives. This is the last of the four cities that you'll be dealing with, so expect the missions to be even tougher than all of the previous cities combined...

Map Key

- Objective 1
- Objective 2
- Objective 3
- Objective 4
- Objective 5
- Hotel (start)



Crazy Taxis!

Throughout the 11 missions you'll be spending in New York, take extra precaution when dealing with those bright yellow cars known as "cabbies." You see, they have absolutely no respect for where they are going, or what they are doing. Smashing into your car, and veering directly into your path is commonplace. How do I deal with them? Other than staying the hell away from 'em, try using one of the many city parks as alternative routes to the mission objectives.

Mission 34: Grand Central Station

•Objective 1—Meet the Contact

The timing is cumulative for the first two sections of this mission, so don't tool around.

•Objective 2—Go to Grand Central

Get to the goal, ASAP!

•Objective 3—Get back to the Contact

You'll be chased by the cops through the backstretch of this mission, so don't overlook the city parks as obvious shortcuts.

Mission 35: Luther's Heap O' Junk

•Objective 1—Take it to the Yard

Take your time, and get his heap o' crap to the junkyard with as little intervention from the police as possible. Roadblocks are unlikely, but expect some good ol' one on one car combat...

Mission 36: The Accident

•Objective 1—Cause the Accident

Get a good launch and you'll have this guy stopped before he makes the first turn. Since it's raining, refrain from using the burnout button altogether. Stick to your regular throttle and it's in the bag.

Mission 37: The Rescue

•Objective 1—Pick 'em Up

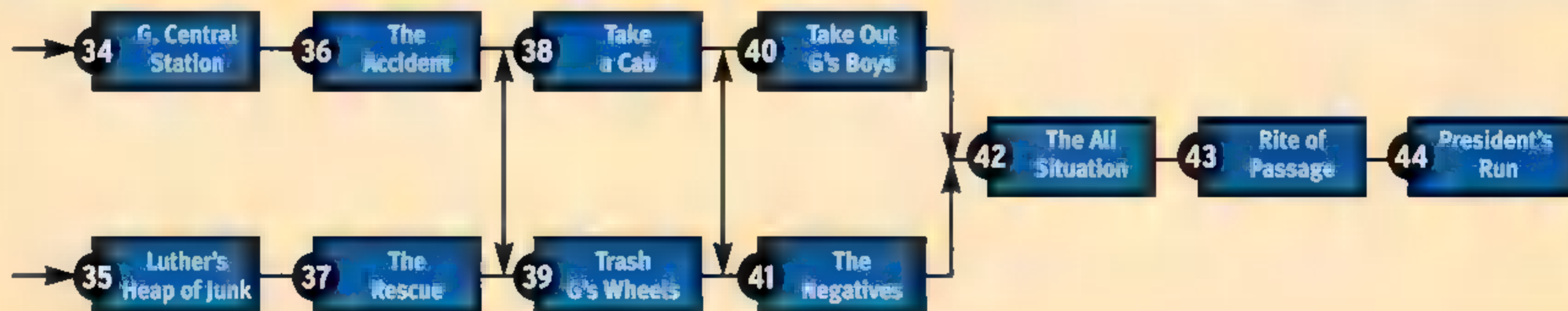
To avoid getting a tail, try taking a shortcut through the park on the way to the objective (cops hate trees!).

•Objective 2—Get 'em Out of There

Speed back to the objective and drop em off. It's really no problem if you drive casually.

New York Mission Tree

The missions will be beefed up with more objectives, less time, and some of the toughest cops you've seen so far.



New York, New York (continued)

Mission 38: Take a Cab



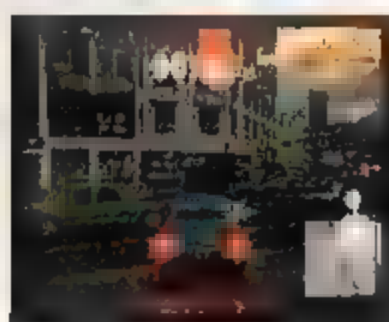
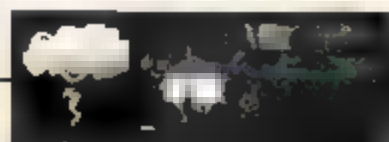
Riding on sidewalks is inadvisable, and stupid.

•Objective 1—Bring the Cab in

n/a

At the end, you've got a choice of taking the Brooklyn Bridge or the Brooklyn-Battery Tunnel. You're much less likely to damage the car going through the tunnel, but it's quite a bit further to go (since there is no time limit, who cares?). I highly recommend taking the longer route, which almost guarantees success if you stay out of trouble with the law.

Mission 39: T. Granger's Wheels



Hit and run!

•Objective 1—Smash Granger's Car

2:00

Since Granger's car is stationary, you'll need to hit it once, then drive around the block and return for another blast. If you don't, the cops will make short work of you.

•Objective 2—Get back to your Motel

n/a

The cops are out of control, so use evasion tactics until you return.

Mission 40: Take Out G's Boys



I found it best to take out the enemies by smashing 'em head-on instead of playing games. KA-BANG!

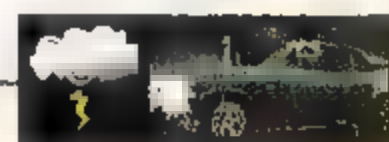
•Objective 1—Track down the Gang (smash 'em!)

3:00

A search-and-destroy mission, this level involves no real tactics other than to steer clear of unnecessary damage. There are a total of four cars to destroy, so you'll need every bit of health on your bar to complete this mission.



Mission 41: The Negatives



These mini-hits do more damage than a big hit.

•Objective 1—Get those Negs

n/a

Another chase mission, but with some really tough AI. This guy is the king of hesitation moves (by making you think he's going one way, then going another), so stay a bit behind him until you're ready to pounce. Once you're ready to move, try and go in for several small hits instead of one giant smash. This guy is just too smart (and quick) to take out in one swoop.

Mission 42: The Ali Situation



Take this short-cut, and you'll arrive in time.

•Objective 1—Go Save Ali

2:00

The time is rather tight, so you'll need to burn down the main stretch of highway (cutting across the parkway) and get to the objective quickly.

•Objective 2—Take Her Home

n/a

Bring her back to the motel (and listen to her whine about absolutely anything and everything).

Mission 43: The President's Run



Traffic's a mess, so try driving into oncoming cars to ditch the cops.

•Objective 1—Get the President Out of There!

n/a

Every cop in the N.Y.P.D. comes out for this mission, so you'll have one heck of a time navigating through the mess. At least your car has a super-high armor rating (making your damage meter go up much more slowly than traditional cars). It's a long way to go, and will probably take you just over three minutes if you do it correctly. Finish this level and enjoy your somewhat brief ending cinema...

Damage Meter

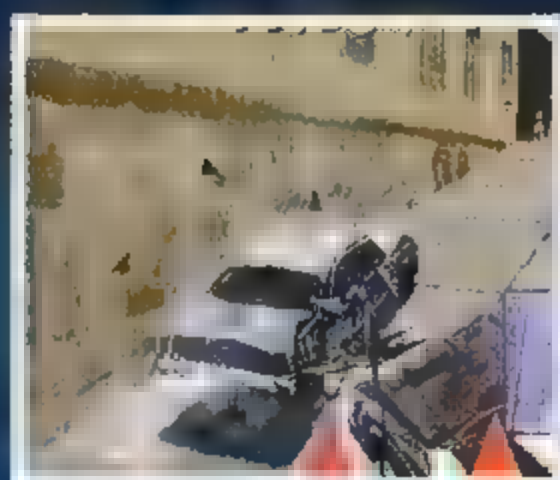
There are several different ways to have damage inflicted on your car. Use them to your advantage to cause minimal damage.

•Hit and Run

A hit and run will be added to your meter according to the type of hit you make at contact. Greater hits result in more damage. Duh.

•Smash Cars

The CPU actually views this as a very large group of small hits instead of one initial hit. If you get caught in a traffic jam, it's best to smash the cars in the jam. The damage to these vehicles is minimal, so try to get out of them as early as possible. Remember, the more you are hit, the more damage you are likely to inflict on the CPU in the future.



What about it what's effectively known as the "hit the CPU" technique. Just stay the heck away from cops who like to die.

Hot Pursuit

This mode is all about staying alert. It's not a race of speed, it's a race of survival.

•Sensing Directional Changes

A good driver should be able to look for clues in the target car's position for the way he's going to turn for the next street. Use this to your advantage by changing your direction before the turn even happens. Don't be fooled by a car's hesitation moves, as the target car can sometimes "take you out" with a hesitation move.



•Damage Factor

Although a severe hit will do more damage than the "hit the CPU" technique, it is often better to ram the CPU into a wall or a building to send your car off course and thus waste time.

You'll be concerned with the speed of your victory as much as the accuracy of your hits.

SEPTEMBER

GAME of the MONTH



3D exploration and adventure at its finest...

LEGACY of KAIN SOUL REAPER

One of the most highly anticipated games in recent memory has finally arrived. Legacy of Kain: Soul Reaper expands on the already expansive story of its predecessor (Legacy of Kain), while taking the gameplay in an entirely new direction—3D. With its lush environments, intricate level and puzzle designs, and creepy atmosphere, Kain will keep anyone who considers themselves a “fan” of adventure games hooked from beginning to end. And if the excellent story and gameplay doesn’t wow you, the visuals will. Now let’s hope for a DC version!



Drink the souls of your enemies

by Andrew Baran

andrew_baran@icloud.com

The sequel to *Legacy of Kain* offers up a vastly different game compared to the original. Whereas the first game was much along the lines of your traditional action/RPG, *Soul Reaver* is very much a 3D exploration game.

It would be a good comparison to say that *Soul Reaver* is an adult's *Zelda* game. The whole game has an emphasis on searching, with the action performing a secondary role. And don't worry about story. The whole game is extremely cinematic, with plenty of cool twists and turns.

When playing through *Soul Reaver*, it is best to take a laid-back approach to it. The puzzles can be really tough, and the frustration factor can be quite high. This is one of those games where cooling off and coming back with a fresh approach works best. If worse comes to worst, use this guide.

database

time to complete **20+ hours**
challenge **medium/Hard**

time to complete with all items **20+ hours**

coolest boss **Zephon**

best advice **When stuck, enter Spectral**

system **PlayStation**

publisher **Eidos**

developer **Crystal Dynamics**

www.eidosinteractive.com



The Legacy Continues

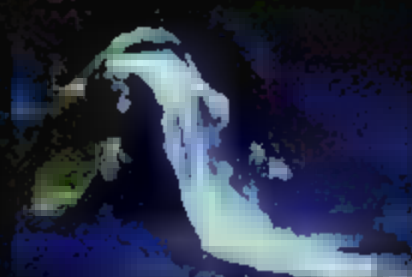
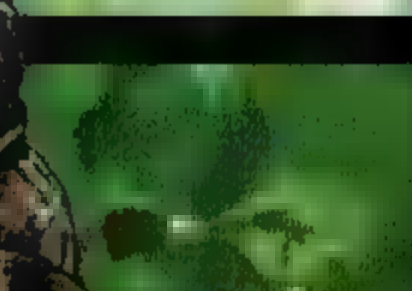
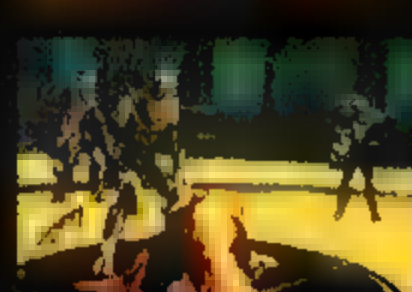


The *Legacy of Kain* started long ago. He was a man brought back from the dead by a Necromancer who promised him a chance to get revenge upon the Brigands who killed him. Kain found himself drawn to the Pillars of Nosgoth where the Keeper told him of the plight of Nosgoth.

Eventually, Kain would have to find and hunt down the Circle of Whispers. Each member of the Circle was closely linked to a pillar. In the course of his journey, he had found a lethal sword called the Soul Reaver. Finally given a chance to restore the Pillars and Nosgoth to its former glory, Kain chose the latter...

Years passed by, and Kain had secured his grip on the world. To him, the task of ruling or restoring

Nosgoth was over. As time passed, they began to evolve. They became something more than the warriors that they were. One of Kain's "children," a warrior lord named Raziel, surpassed Kain by growing wings. Raziel, with a jealous rage, Kain ripped the bones from Raziel's wings, and then him tossed into the abyss. Raziel, destroyed in all but spirit, found himself existing in the afterlife. Vengeance is on his mind, and Kain must pay...

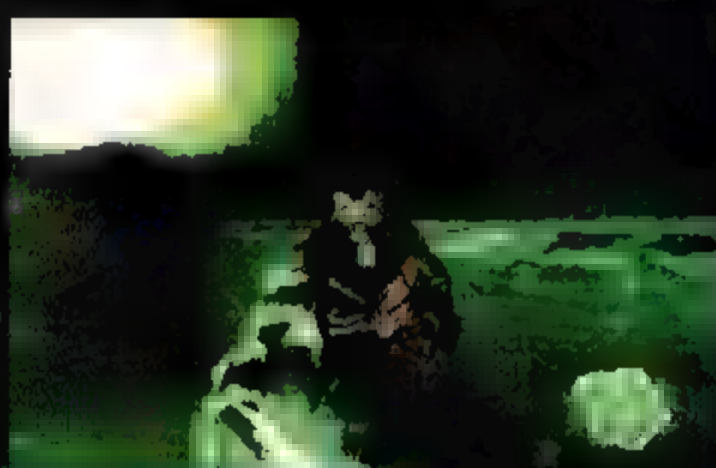


Raziel's Powers



Gliding

Make those ultra-long jumps: Raziel's wings may have had the bones ripped out, but he still can use his wings. Although they have no lift, you can glide instantly with them. To add precision to your jumps, watch your start/stop for when you need to land. Later on in the game, you will need to make a series of gliding jumps.



Swimming

A new kind of hunger: Raziel is no longer your ordinary fan-of-the-dead vampire. Instead of feasting upon blood, you have a desire for soul energy. Souls are released from defeated enemies. Average enemies will merely restore your health, while powerful foes will give you any powers they had while still alive.



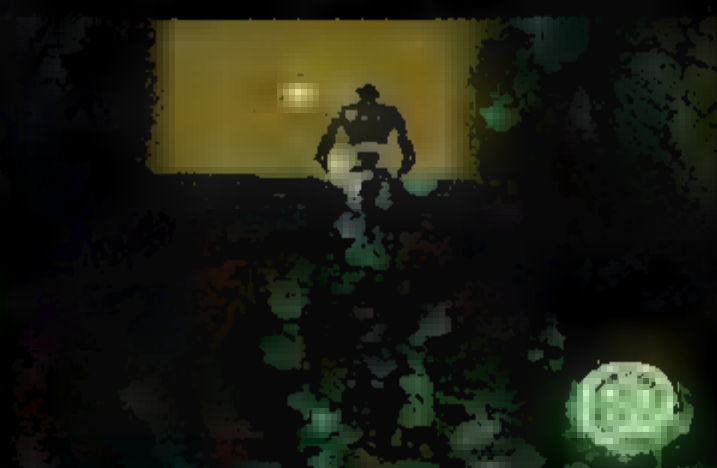
Flying

Obtained: Melchiah
When Used: Spectral Realm
Pass through Obstacles: Whenever a gate bars your path, simply enter the Spectral Realm and phase into it and you will phase to the other side. You must defeat Melchiah and devour his soul to gain this power. Keep in mind that this only works on gates.



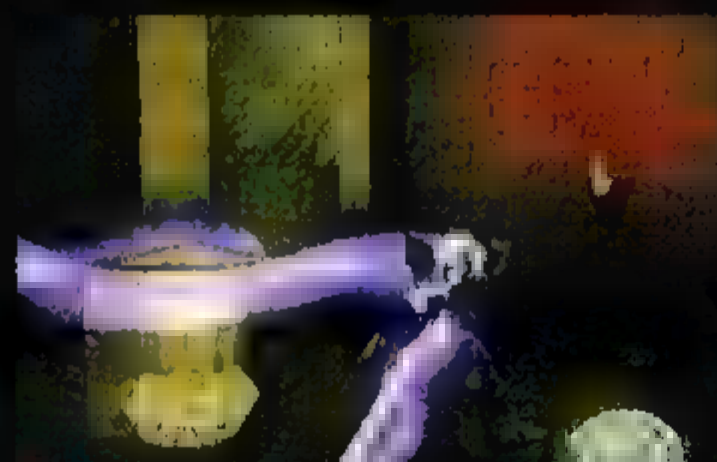
Climbing

Obtained: Zephon
When Used: Physical Realm
Reach new heights: Wherever you see a strange texture on a wall (it's usually ridged slightly), odds are good that you can climb it. A lot of secret items are hidden way up high out of reach. Climbing is your only recourse. You cannot climb in the Spectral Realm.



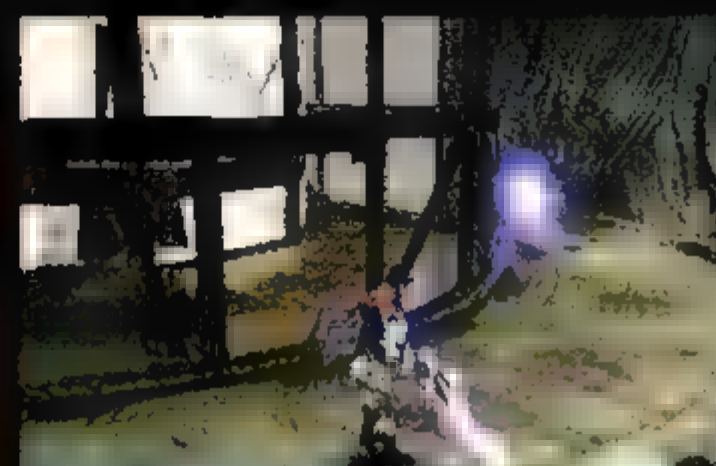
Swimming

Obtained: Raziel
When Used: Physical Realm
Swim to new depths: Before the ability, Raziel's body would dissolve when it touched water. With this power, you can enter the water and explore to find new secrets. Practice keeping out of the water, just in case some water-breathing vamps catch your scent.



Ribbon

Obtained: Durnan
When Used: Physical Realm
Complete the circle: Once you have earned the ribbon ability, you will notice heists to find all of the secrets in the game. Whenever you see a glowing pattern on the floor around an object, run around it quickly. With the completed circle, something will happen.



Telekinetic Force

Obtained: Mordeus
When Used: Physical Realm
Blow the Undead: Once you have this power, there are many things you can do. Most of the time, vampires by standing there with this. With luck, they'll become onto some secrets. You can also move blocks. You will use this power often.



Physical & Spectral Realms

Two dimensions: You will start the game in what is known as the Spectral Realm. This is the dreary world of spirit. It is a reflection of the real world (Material Realm). The game will move you back and forth to solve many puzzles.



Spectral Realm

Pros: Can phase through gates. Some platforms shift here.
Cons: Smaller health bar, no item interaction. Cannot swim.

Spectral Realm: While you are in this dimension, you cannot interact with many objects. You will move slowly through the game. Most of the time, you cannot interact with doors cannot be opened while you are intangible. This realm has its own ghostly enemies. If you die in the Spectral Realm, you will be sent back to the start. Soul death is never good. To return to the Material Realm you must find a blue portal and have a full health meter.

You will mostly enter the Spectral Realm when you want to phase through a gate. Occasionally a platform will be available in this mode. Sometimes you get stuck in both modes and take a look around. Remember, in this realm, time does not pass, and you have no vision. Phasing this will help you solve the puzzle then.



Material Realm

Pros: Able to use objects, can swim and climb.
Cons: Your life drains, water weakness (drowning).

Material Realm: This is the real world, where you can interact with the vampire enemies as well as pick up weapons and items. The Material Realm is where you will be able to spend most of your time. When you have a physical body, you will be able to swim or climb once you have earned the abilities.

If you sustain too much damage or waste too much time without recovering a good, you will be unable to maintain a corporeal body and will fall back into the Spectral Realm.



The Fire Reaver



ITEM
Let them
burn. Light on
you can upgrade
the Soul Reaver
into the Fire
Reaver. Not only
will this sword

char anything it touches, it can also shoot fireballs. Use the Fire Reaver in fire to activate the puzzle in the water at the Tomb of the Seraphim.

The Soul Reaver



ITEM
Part of you:
After you defeat
Kain for the first
time, you will
be able to use
the Soul Reaver
sword. In the

physical realm, it will keep your health from decreasing, but it will disappear if you take too much damage. The sword also exists in the Spectral Realm.

Artifacts



ITEM
Increase Your
physical form:
These through-
out the game are
called artifacts.
There

are 15 of them strewn about the game. When you collect them, the life meter of your character (not Kain) will increase.

Elemental Glyphs

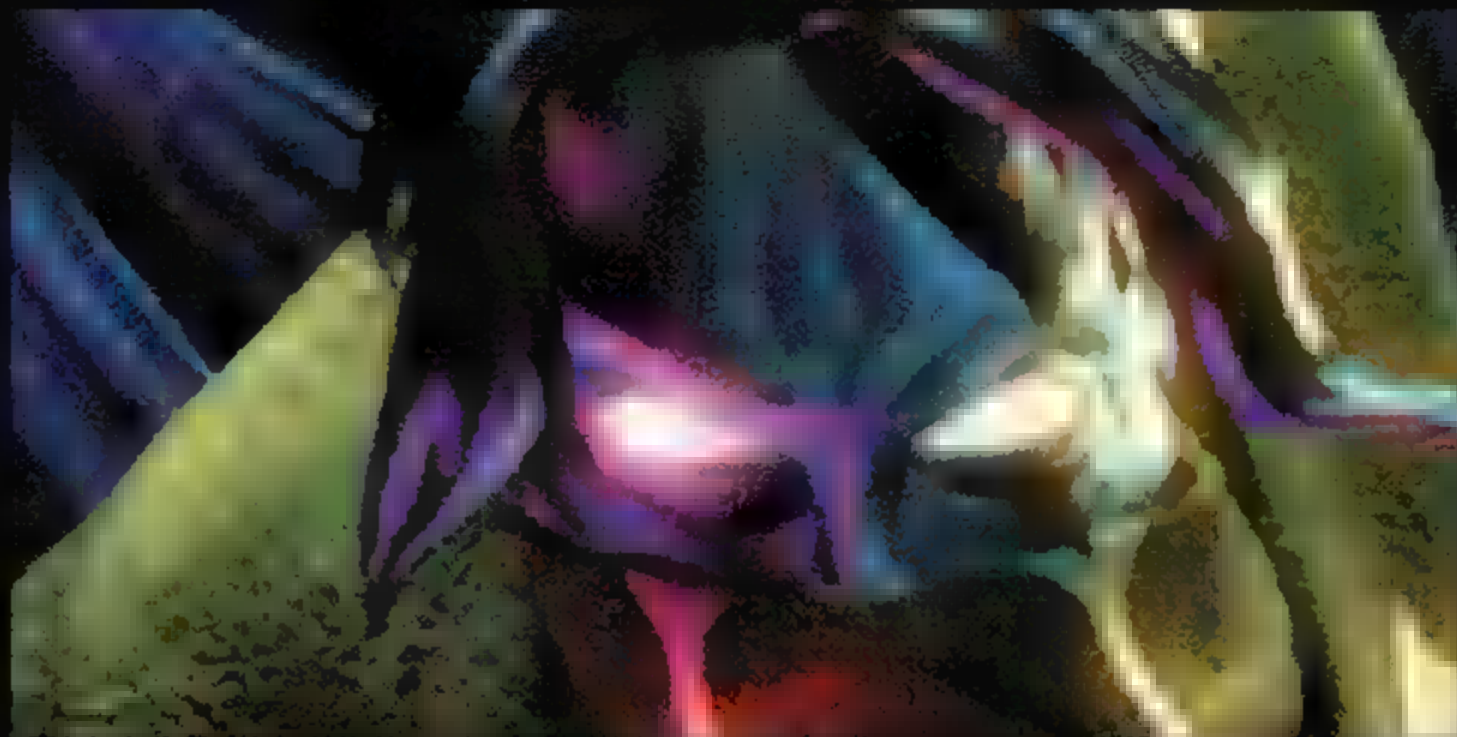
ITEM
How to use: It is possible to complete the entire game and never use any of the elemental glyphs or their powers. They are not necessary, but they really can make things easier if you can find them. The last one of the glyphs will show you the location of all of the other items.

To power the elemental attacks are several different glyphs. There are five of them hidden throughout the game. It will take a long time to find them all.

Each Glyph will help you fight the many enemies that are attacking you. The effect of the glyphs generally will not be as strong as most of the other items. Most of the glyphs will only help you in a small number of more powerful attacks will outright kill them.



You can attain a maximum of 100% completion by finding all the artifacts.



Raziel's Items, Foes

Portals

ITEM
Teleportation: These are the most useful items in the game. You will find them in the Spectral Realm. These will allow you to travel to any location you have previously visited. Always activate them.



Takes you to: The outside of the Cathedral's entrance.



Takes you to: The ruined clan territory, just past the huge gilded gate.



Takes you to: Entering this portal, you will travel to Zealot's lair.



Takes you to: This will place you outside of the Cathedral's entrance.



Takes you to: Wanna fight the final encounter with Kain, enter here.



Takes you to: The rune will send you straight to the oracle.



Takes you to: Way to the start of the game. Wastes time entering the rune.



Takes you to: Enter the underwater region by the unlighted gate.



Takes you to: The cave entrance to the Abyssal Vortex.



Takes you to: The location this portal will take you to the hidden fortress.



Takes you to: You will find the Tomb of the Seraphim.



Takes you to: The Melchiah clan lair is just before the lake.



Takes you to: This portal will find yourself outside the Drowned.

Spectral Haunts

FOE
The Uneasy Dead: There are two types of spectral haunts you will face in the Spectral Realm. Weaken them and feed them to gain their power.



Savage Rambling: These are the most common of the spectral haunts. They are immune to the effects of water. They have a deadly attack.



Wraiths: These appear whenever a corpse exists. These are deadly. Attack them to drain their power.

Vampire Hunters Humans

FOE
Hunters and Artists: The humans who will attack you in several forms. However, you need to make them enemies.



Hunters: Armed with flamethrowers, they usually go down pretty easily.



Worshippers: These are the most common of the vampire hunters. They are armed with either spears or knives.

Friend or Foe: If you are one of the non-aggressive humans, you will be branded as a vampire hunter. If you choose to ignore the general attack, you will instead destroy their vampire. If you are a vampire hunter, you can suck the soul from a vampire. If you only drain a little bit of blood, they will not die. If you drain them in this way, it will not count as a kill. They will drink too much from them.



How you act around the humans determines their actions.

Vampire Spawn

FOE
Twisted & Grotesque: Each of the vampire lords have created spawn in their image. Learn how they think, and you will be able to defeat them with ease.



Dumahin: The most common vampire. Pretty strong with short-range attacks. Can be easily stunned.



Melchiahim: Found in the Spectral Realm and the Spectral Fortress. These are the most powerful and hide.



Spectral Haunts: These are the most common of the spectral haunts. They jump around a lot. Avoid them if possible.



Rambling: These are immune to the effects of water. They have a deadly attack.

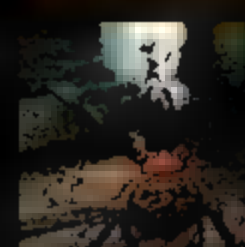


Wraiths: These are the most common of the undead. They can fire a deadly attack.

Vampiric Weaknesses



Fire: The traditional weakness of vampires. Fire will kill them.



Water: Unless they are a vampire hunter, they will destroy the vampire on contact.



Burning: A stunned vampire hunter will kill them with a torch or fire. Turn them into a fire.



Soul Bomb: If you throw the souls of the vampires, they cannot regenerate their life.



Walls: The walls are adorned with or shields. Toss a soul into them and you can easily kill the vampire out of him. If you are a vampire hunter, just remember to kill the soul or else.



True Death: If you kill a vampire, it will not immediately die. You must destroy the vampire in order to prevent him from existing. If you pull the spear from the vampire, before the soul, the vampire will resurrect and attempt to get revenge. Remember to kill the vampire even if you pull the spear out.

Hidden Entrance

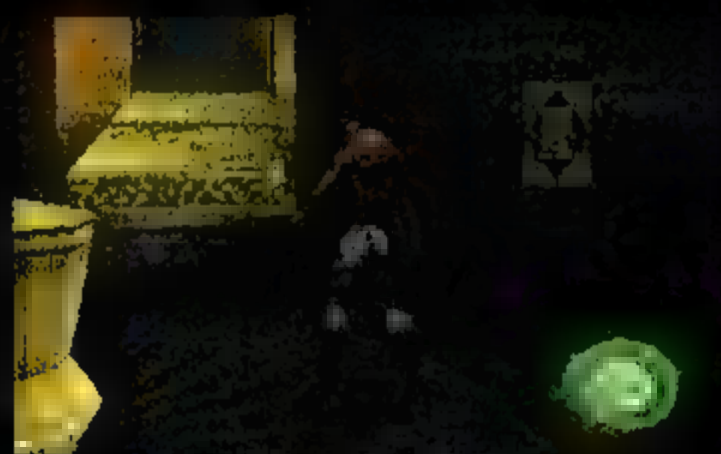


Move the block: In the room where you first find the stone block, move the stone block to the room to the left. Jump on it to reach the ledge.

Raziel's Clan Area

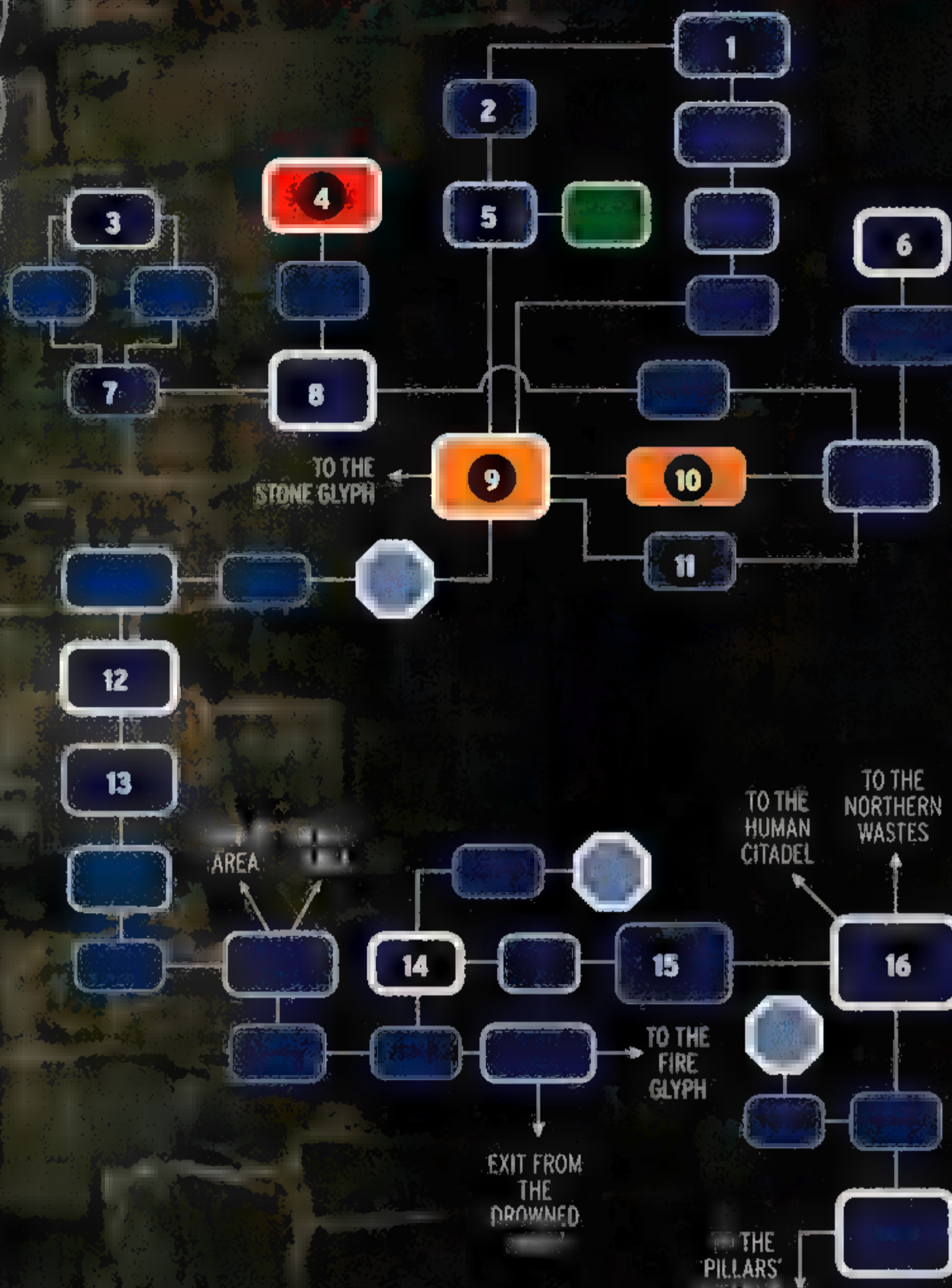


Two bosses: Defeat the two bosses in the gate. The giant.



Lower the drawbridge: Make your way to the top of the tower and pull the lever to drop the drawbridge.

Underground Region



Areas:

1. Large Crypt (Rm #1)
2. Sloping Highway
3. Engine Room
4. Melchiah's Chamber
5. Small Crypt
6. Force Glyph Room
7. Elevator
8. Main Crypt
9. Green Lake
10. Underwater Tunnel
11. Curved Hallway
12. Graveyard
13. Neopolis Entrance
14. Throne Room
15. Raziel's Clan Entrance
16. The Vortex

KEY:

- BOSS
- ARTIFACT
- POWER-UP
- BOSS GATE

Melchiah's Clan Area



Puzzle 1: Dead End?

Stuck? Here's how to get further.

1. Shift to the Spectral Plane.
2. Glide across to the side on the left. Move the stone block to the hole next to the gate. The upper section of the gate will open up to the next room.



Puzzle 1: Block Patterns:

The first of many block puzzles will be your next step in reaching Melchiah.

1. Push the stack of blocks to the ledge with the torch. Knock them down.
2. Insert the blocks into the wall so the doors are facing outward.



Puzzle 2: The Bridge

1. Jump on one of the two blocks hanging from the ceiling.

2. Push the block from one side of the room to the other to open the door.

3. Jump on the hanging blocks in the room to get to the next area.



Reaching Melchiah is one of the most complex puzzles in the game.

Reaching the Vortex

In order to reach the Vortex, you must drop the floor of the main room. Here's how:

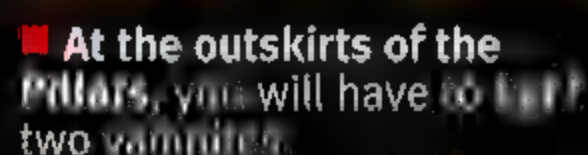
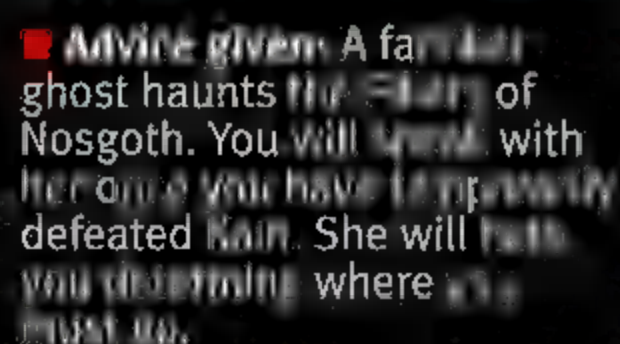
1. From the large room, take the elevator downward.
2. In the engine room, turn the switch on the front wall and pull the lever on the far side of the room.

3. Go back to the main room and pull the lever. This will drop the floor.

4. In the bottom room, turn the switch with each of the four fire pits. This will lower the ceiling.

5. Finally, pull the fire pit to the center of the room. The floor will fall once again. Now the path to the Vortex will be open.





Pillars of Knowledge

TO THE LAND OF THE DEAD

1

2

3

TO THE LAND OF THE LIVING

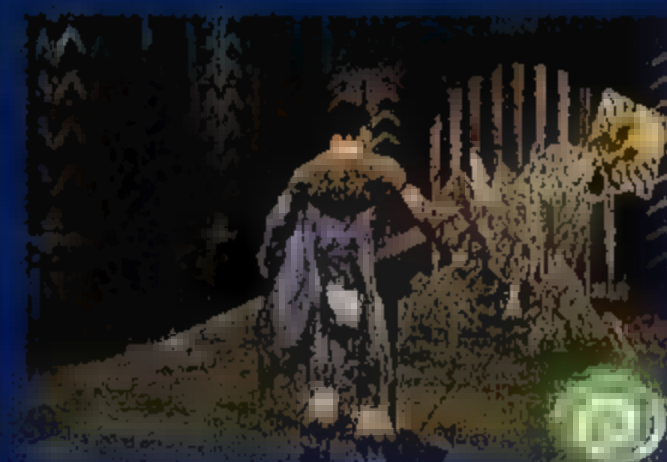
1. Sanctuary of the Cross
2. Interior Courtyard
3. Palace of the Sultan

- BOSS
- ARTIFACT
- POWERUP
- WORLD GATE

- **Difficulty:** Easy
- **Rewards:** Passing Ability
- **How to select students:**

...and if you get a new
...and you will have
...and you will have

1. Take Makhial to one of the side rooms. Don't turn it into a hole that'll turn out to be empty until the boss is seriously fed up. Smack his head with the shrapnel, and rush to the room on the opposite side.
2. Repeat what you did with the last room. He should be pretty tired.
3. Hurting him a second time will give up the crank on the industrial base. Makhial into the empty cage. Smash him out of the cage and watch him go. Makhial will be dead at his aggro level. He'll be spinning like a top and from the



Ultimate Medical School to the side course, and the program with a new spin.



 Difficulty: Moderate
 Reward: Two Great Power Swords
 How to defeat **Kain:** Kain's
 pattern is extremely easy to read
 a little tricky when it comes down
 to execution. Kain will attack in
 one of three set locations around
 the Plaza of Ingoma. When he
 attacks, he will start to charge
 up the Great Power. If you get hit,
 you will immediately be sent to
 the Sacred Pool. All it takes is

a single claw swipe to knock Kain out of his weapon-raiding. It will take three hits to send your fight waltz. If you are in the Special Place between two walls that are intersecting the Pillars of Misery.

Aftermath: Kain will attempt to use the Soul Reaver on you, but the sword will shatter. To claim it for yourself, enter the Spectral Realm and grab the integral form of the sword.

The Silenced Cathedral

■ **Cathedral doors** Insert the Soul Reaver into the floor and the Cathedral's outer doors will be opened up.



■ **How do I get to the top of the main Cathedral room?** Shift to the Spectral Plane and climb the left pipe.



■ **You'd have to use two blocks** to be able to shove one horizontal.



■ **Turning on the fans:** To turn on the fans, climb the pipe to the second floor.

1. **Past the first visible switch is a door.** Inside is a block puzzle. Use the blocks to fit the pictures on the wall to the door. Do the puzzle to open the door.

2. **Hit the two switches.** One of which is behind the first door.

3. **Jump on the two pedestals.**

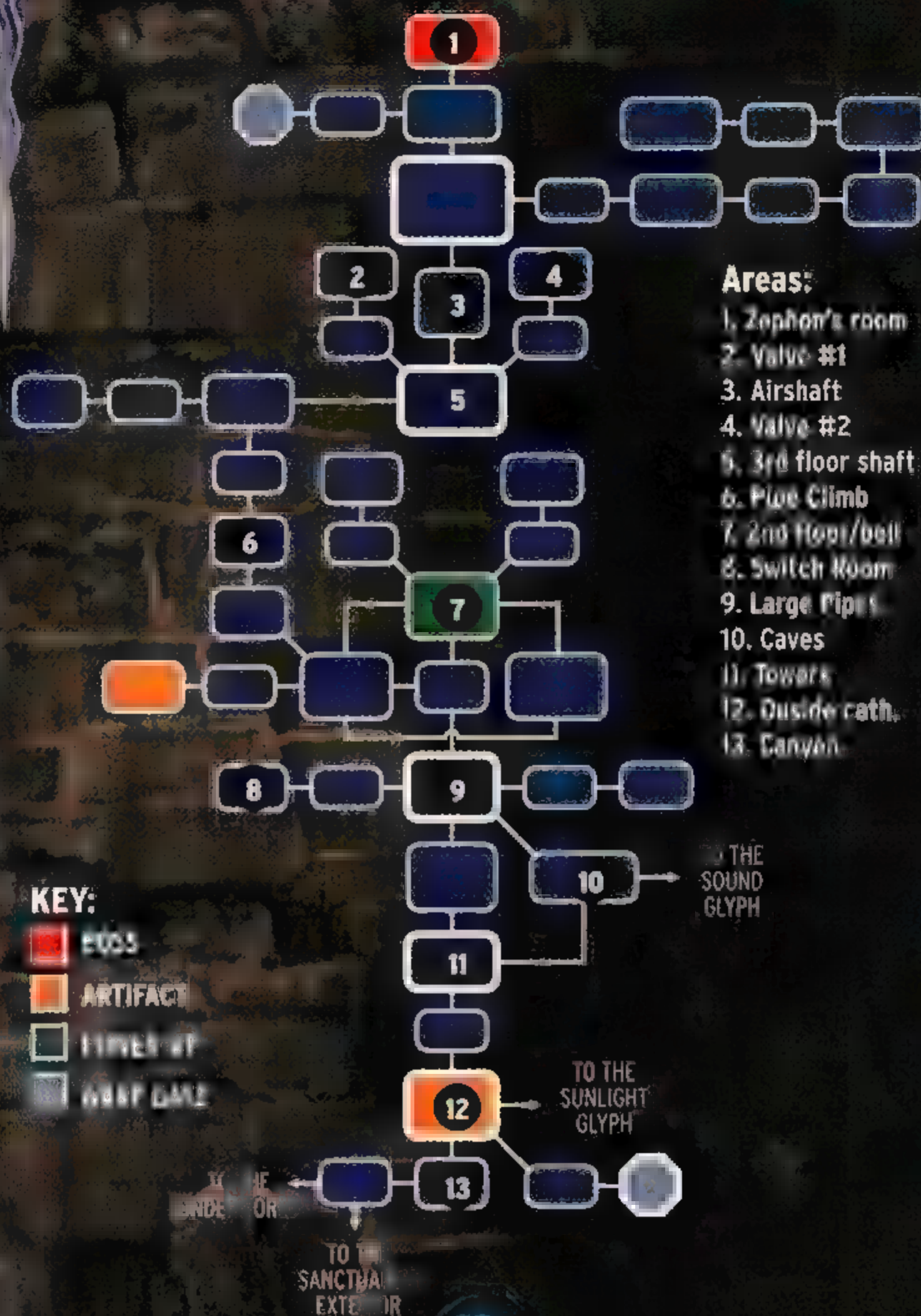


■ **Working even further:** The next part of the Cathedral is pretty creative.

1. **First make your way to the top of the two shafts** alongside the bell. Use the blocks to fit the wall so air can pass through the tubes.

2. **Your next stop is the bell.** Kain is going to glide across the corridor directly across from the bell. Make your way to the bell and ring it. This will open one of the shutters.

3. **Hit the switch next to the shattered door.** Immediately enter the Spectral Plane. Make your way to the plane and hit the secret junction. Shift back to the material realm and run through the door. By using the switch in that room, you can keep the block open.



Areas:

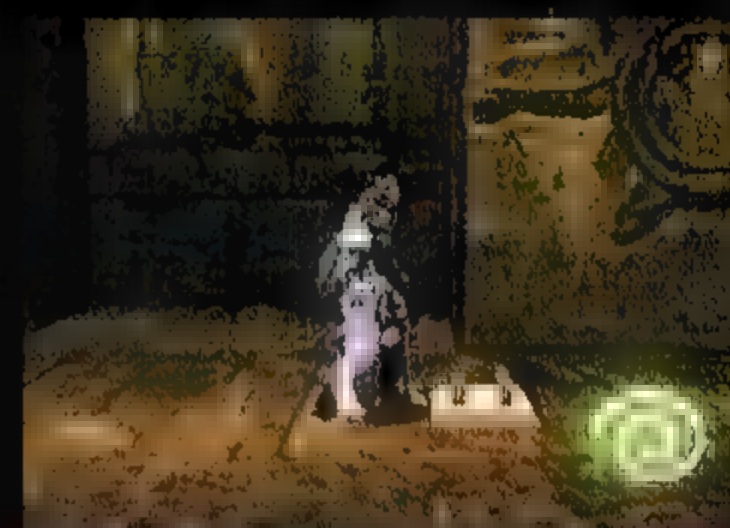
1. Zephon's room
2. Valve #1
3. Airshaft
4. Valve #2
5. 3rd floor shaft
6. Pipe Climb
7. 2nd floor/bell
8. Switch Room
9. Large Pipes
10. Caves
11. Towers
12. Outside cath.
13. Canyon

KEY:

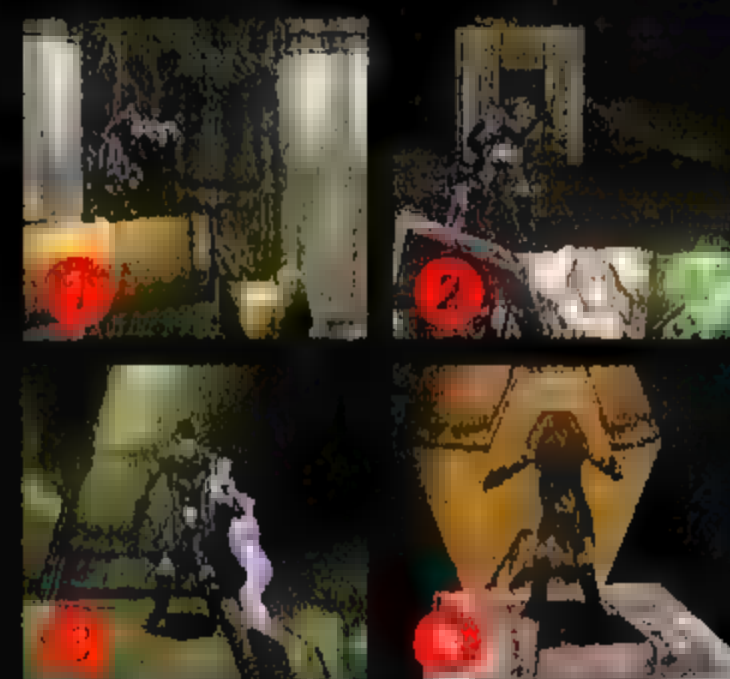
- EGG
- ARTIFACT
- TIMER AT
- WARP GATE



■ **Opening the vent:** Push through the gate to reach a spot from branches to a hallway with a set of tubes on either side of it. By opening the correct vents you will shatter the crystals blocking the switches in front of the wind elevator. Always open the two vents closest to you. Once all of the crystals are broken, turn the lever to turn on the wind elevator, and glide upward.



■ **Stuck in the vent room:** The vent room has two great little secrets in the way out of the plane. To move them, look for the two switches on the floor. With the stones gone, make your way to the top of the room and glide upward.



■ **Turning on the vent:** When you first ride the gust of air to the third floor, you will see two broken pipes.

1. **Push the two pipes down** to seal the air flowing through them.

2. **In the room with the leaning blocks,** shove the bottom block to open the way to a larger room.

3. **In the large room seal the pipe and turn the switch** located on the ledge above where you enter.

4. **Head back to the room with the leaning blocks** and shove the bottom block so that you can stand on it and reach the switch. Turn it.

5. **In the room with the big pipeworks, turn the final switch.** Now the vent in the vent room will blow you upward to the next area.



■ **What do I do on the ship?**
Glide to the strange side that floats in the lake. Climb to its highest point and enter the Spectral Realm. Its stern will bend, allowing you to climb on a nearby ledge that leads to the Drowned Albino.

Tomb of the Serafan

A person wearing a dark, patterned garment stands in a dimly lit room. The walls are covered in patterned wallpaper, and the floor appears to be covered with a patterned rug or carpet. The lighting is low, creating a dark and somewhat mysterious atmosphere.

Areas:

1. Chapel
2. Morlock Room
3. Pillars of Nosgoth
4. Halfway
5. Tomb of the Serafan
6. Canyon

TO THE DROWNED ABBEY

1

2

3

4

5

6

TO THE SANCTUARY'S

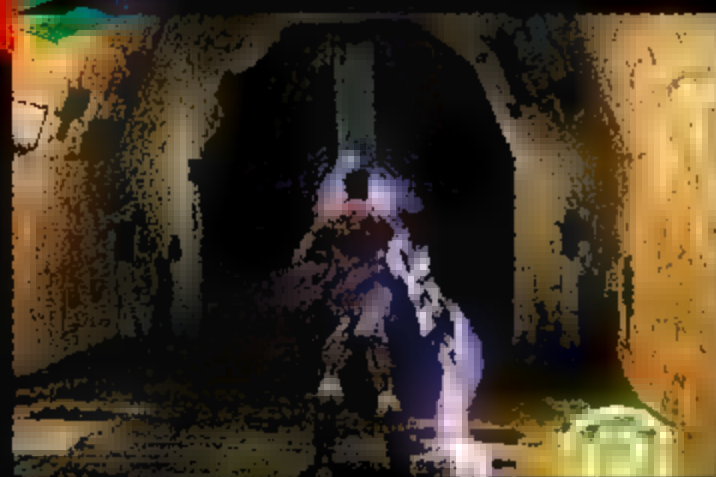
- BOSS
- ARTIFACT
- POWER-UP
- WARP GATE

three different types of light and shadow. It was like three



Since you just acquired Telekinetic Power, you can use it a few ways:

1. Use the force to block out the wall in Morlock's room to reveal a path farther into the tomb.
2. Use the force to shoot a block off of a pillar in order to get to the top.
3. In the caged room, shoot the block to move it to the far end of the room. Enter the Secret Realms and



■ **Opening the sealed door:** Simply shoot a force blast into the center of the door to open the way further.



■ **The checkerboard room:** Make your way on the far right side of the room. You will see a ledge that you will be able to jump to. Leap to the opposite side and enter the Material Realm. Climb the wall at the end of the room to reach a high up



■ **Rafter jumping:** Once you are high up in the checkerboard room, you will have to jump from rafter to rafter to make it to the passageway on the far left side. It will take some time jumping and gliding.

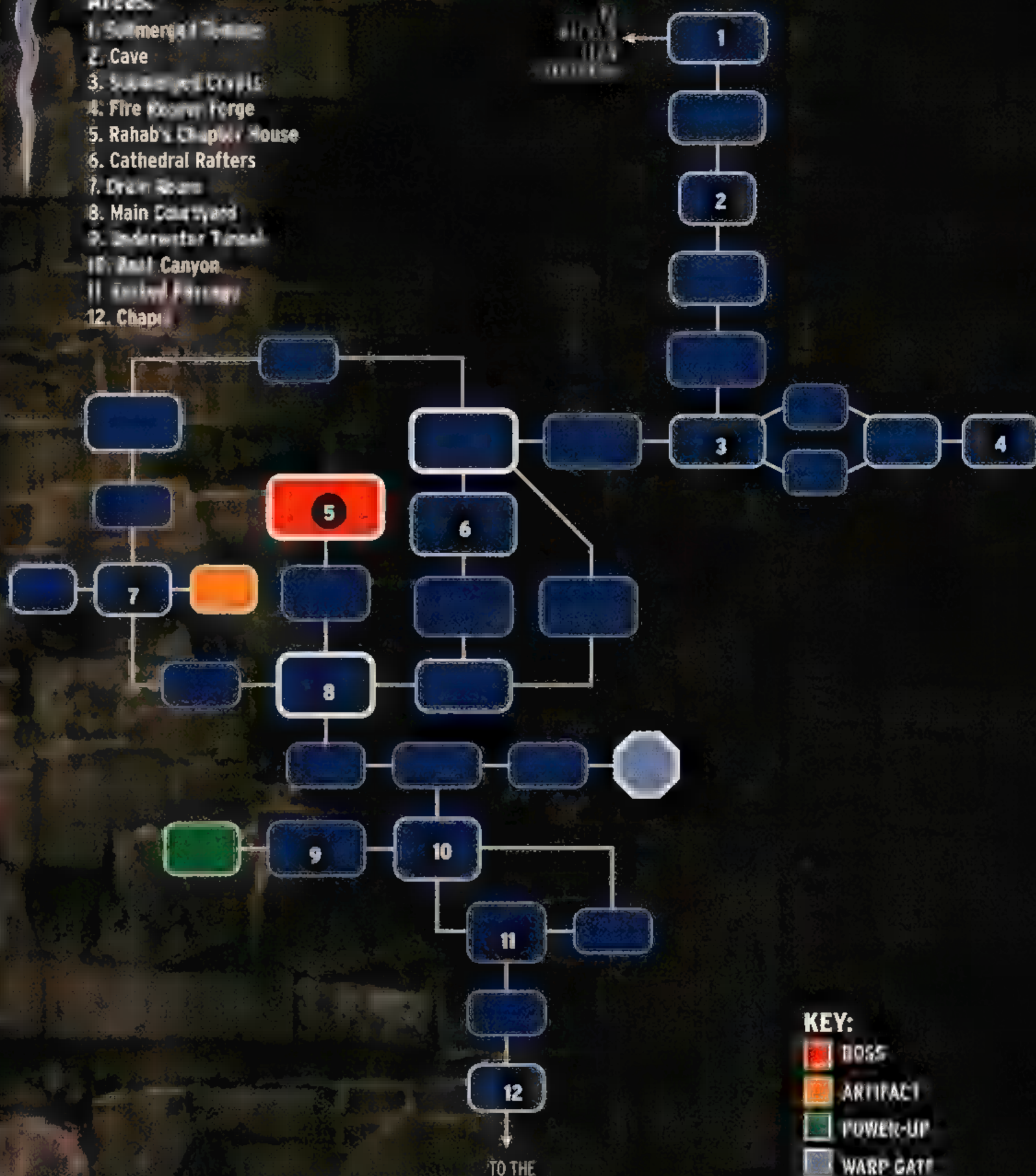


■ **Outside the Drowned Abbey:** The rafters will lead you to a place where you must carefully jump from gargoyle to gargoyle. Once you are standing on the last gargoyle, jump to the central building's roof. From here you have to reach the tower with the bell. Ring the bell and run down the stairs to meet with Raia.

Drowned Abbey

Areas:

1. Sunmergit Temple
2. Cave
3. Sunmergit Crypts
4. Fire Room Forge
5. Rahab's Chapel House
6. Cathedral Rafter
7. Drain Room
8. Main Courtyard
9. Underwater Tunnel
10. Rail Canyon
11. Locked Passage
12. Chapel



KEY:

- BOSS
- ARTIFACT
- POWER-UP
- WARP GATE

Boss: Rahab

- **Difficulty:** Easy
- **Reward:** Swimming
- **How to defeat Rahab:** Rahab and his kin have evolved to the point where they are no longer harmed by water. However, the Rahabim still have a susceptibility to sunlight. This is the weapon you must use against the aquatic vampire. Rahab. To obtain this ability to immune water, you must go to the water, defeat him.



■ **Shed some light on the problem:** Rahab will evolve in the water. He cannot enter, and he won't get close enough to hit. The key to destroying Rahab is the fire.



Use of shadows in the chamber. Use the sunlight to get out of there. And this shadow will destroy.



■ **Shed some light on the problem:** Rahab will be vanquished.



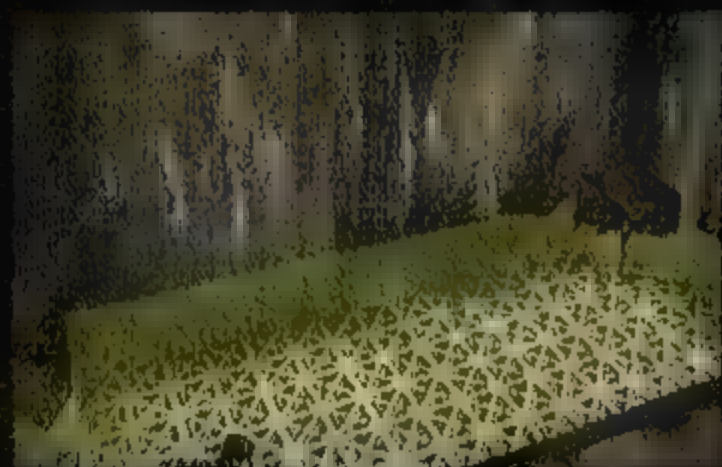
■ **Enter Dumah's domain:** In the Ash Wastes, look for a circular wall. Once you are at the foot, you will be able to glide to the inside of Dumah's land.



■ **Reaching high places:** Several times you will have to maneuver a block to reach a higher section of the central room. Here's how to do so:

1. In the Material Realm, use the Telekinetic Force to push the block to the opposite section of the room. Enter the Spectral Realm, pass through the gate, and use the block to reach a higher platform. Return to the Material Realm, and creep through the window.

2. Pull the block out of the wall, and into the light. Jump on it to reach another section of the maze.



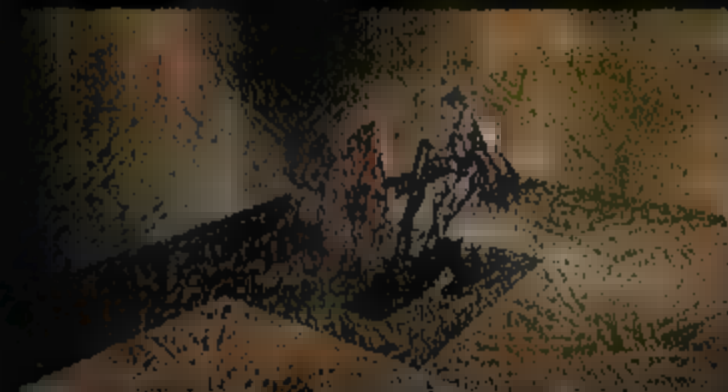
■ **Reaching high places:** In the room with the water, glide to a small alcove on the right side of the screen. Turn the valve to lower the water. Now stack the blocks so that you will be able to climb up to the door on the other side. You will have to slide them pretty high, and you will need the blocks from both gates.

3. Pull the block out of the wall, and into the light. Jump on it to reach another section of the maze.

Ruined City of the Dumahim (Ash Wastes)



■ **The Engine Room:** Once you are in the giant engine room, you will want to run up the two catwalks along the sides. First, you will want to turn the valve that will start the gas. Then, run to the opposite side and pull the lever that will turn the gas on. This will cause a massive fire that will burn through a door that you will use to face Dumah through later in the level.



■ **Spiral Room:** There is a room that has a switch really high up, and it seems impossible to reach. First, enter this room from the second door (use the block in the central room to reach it). You must make a series of tough jumps, occasionally switching between Realms. The switch will lower a drawbridge.



■ **Descending down a door:** Once you move past the drawbridge, there will be a small block lodged in the wall. Pull it out and use it to reach a room with stone pillars.

1. Switch between Spectral and Material Realms alternating between every block. This will get you to the top. Now fly through the window and glide so that you land in the fenced-in area.

2. Push the massive stone up until it falls into the door.

Boss: Dumah

■ **Difficulty:** Hard

■ **Reward:** Ribbon

■ **How to defeat Dumah:** Enter

Dumah's throne room while in the Material Realm. Pull out all three stakes that pin him to the ground. This will bring him back from the dead. With Dumah awake, he will start to attack.

Whenever this boss starts, it means he's going to start the ground. When he starts to rise up and glide, if you are in



the ground which he uses this you will be stunned. If Dumah reaches you, he will use the razor attack on you and you will lose a lot of health. Move away and slowly and slowly all the way to the furnace room in the furnace



room, turn on the gas, then with him into attacking within the furnace. Then turn on the furnace and watch the last of Dumah's life. He'll be destroyed by the really furnace.

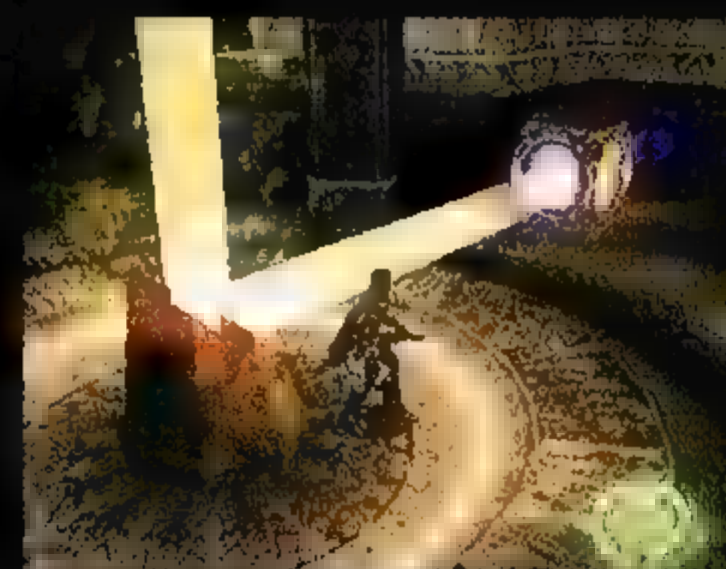


■ **Dumah looks dead, but pull out the stakes to revive his heart.**



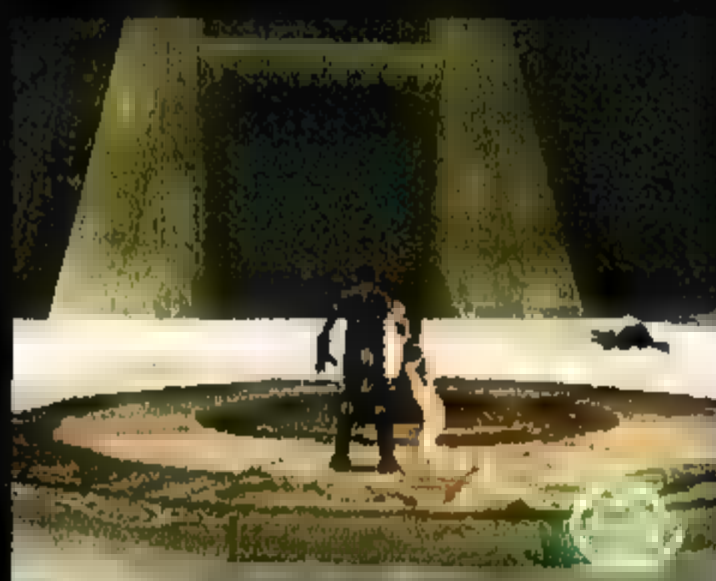
1. Oracle's Chambers
2. Clock Chamber
3. Tent Room
4. Penitentiary
5. "OZ" Door Puzzle
6. Dead End?
7. Floor Clock
8. Gear Room

-  **WISDOM**
-  **ARTIFACT**
-  **POWER-UP**
-  **WARP GATE**



■ **More puzzles:** You will end up in a room with glowing lights. Use the strict ability to spin the bulbs so that they match the marking on the panels behind them.

■ **Final puzzle:** You will come to three rooms with a constrictable center. Look for some hieroglyphics nearby and use the dial to point to the proper patterns. This will start some gears. Jump on the gears and hit the switches to open a door.



A large, ornate clock face with a central emblem and a small figure in the foreground. The clock face is circular with a dark, textured background. It features a central emblem that appears to be a stylized face or mask. The clock face is surrounded by a ring of numbers, and there are several small, glowing green circles around it. In the foreground, there is a small, dark figure that looks like a person or a creature, possibly a robot or a small animal, standing on a surface. The overall scene is dark and atmospheric, with a focus on the clock face and the central emblem.

■ **Mysterious passage:** Just past the door in the dead end room is a cauldron. Use the ribbon (green) on it, and you will enter a new world with a giant clock face. The time on the clock to 6:00. This will let

[2] Different top enemy
[3] Towards the ending
[4] How to defeat Kain: This is the first time you will meet him. He will attack you with his sword. You can avoid his attacks by dodging. When he is attacking, you can hit him with your sword. If you hit him with your sword, he will stop attacking for a moment. You can hit him again during this time. If you hit him enough times, he will stop attacking completely. You can then hit him with your sword again. If you hit him enough times, he will stop attacking completely. You can then hit him with your sword again. If you hit him enough times, he will stop attacking completely.



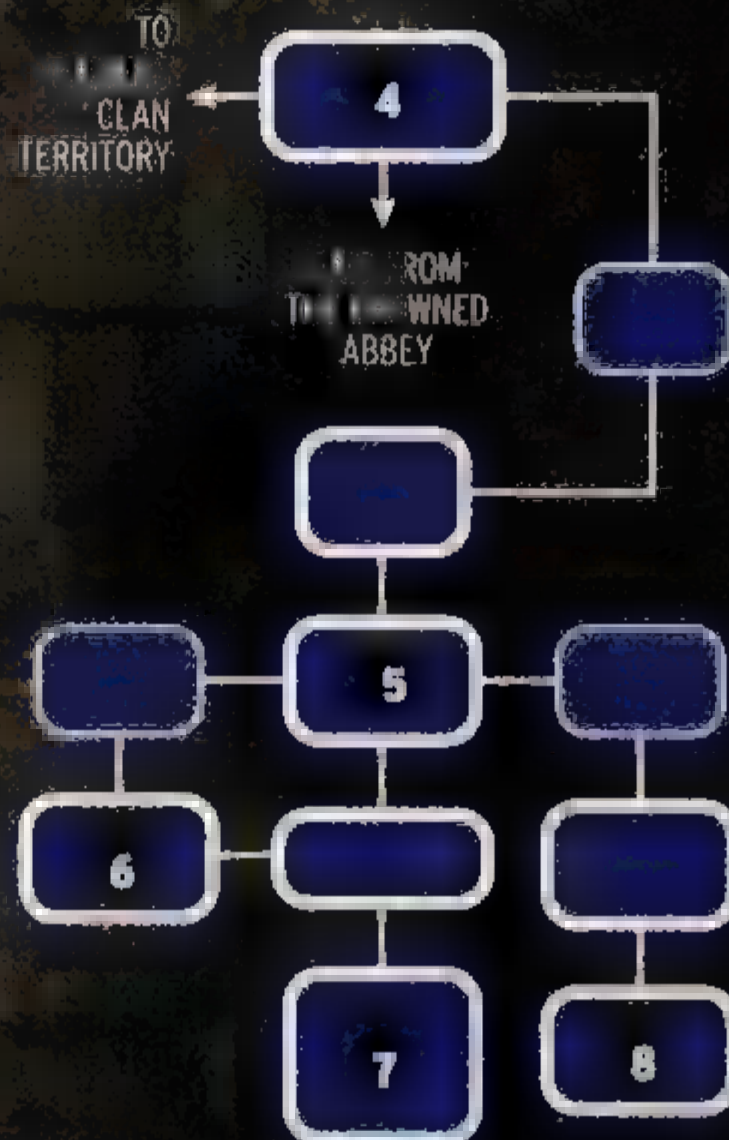
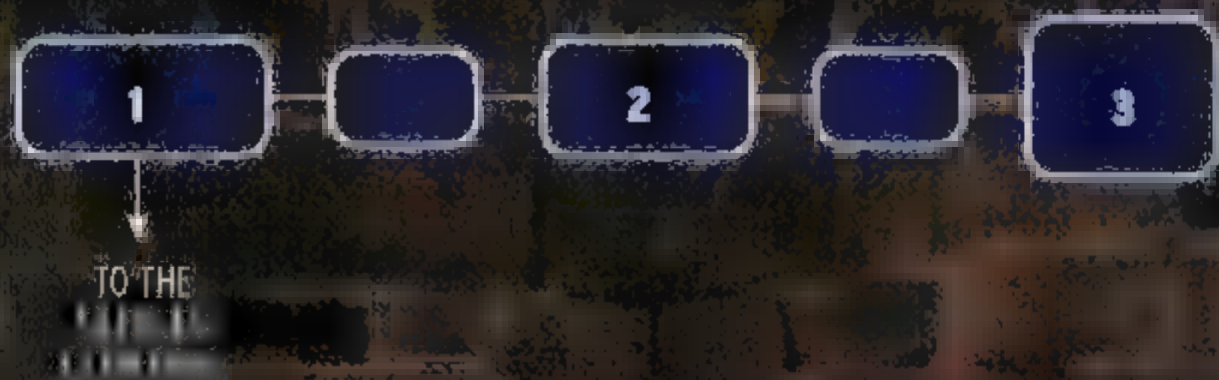
■ You only need to hit Kain three times with the Soul Stealer.



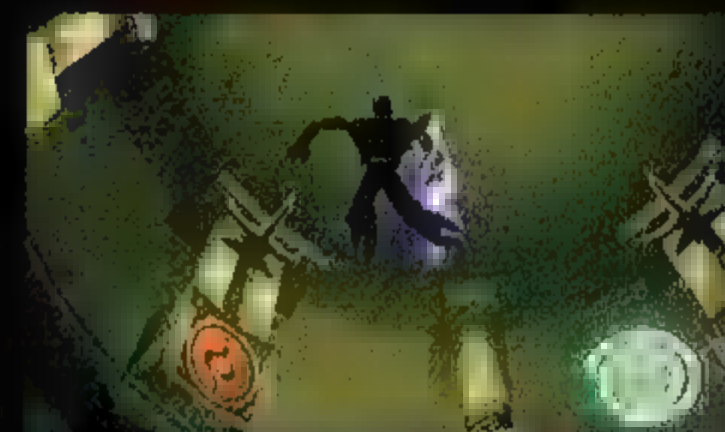
Glyph Stone Location Guide

- KEY:**
- GLYPH
 - ARTIFACT
 - POWER-UP
 - WARP GATE

- Areas:**
1. Subterranean Caverns
 2. Forgotten Room
 3. Sacred Magma Bell
 4. Submerged Temple
 5. Central Room
 6. Door Patrol
 7. Fire Glyph Room
 8. Fire Shrine



The Fire Glyph



Where to go: Enter the first water area, just past the elevator. Keep on heading straight in the wide water area and you will come to a room with all sorts of Glyphs.



Time release: There will be a door that you cannot open unless you turn the wheel. It slowly shut opening, so you will have to enter the Sacred Magma ASAP and you can squeeze on the wheel on the other side.



Baby, light my fire: Use an arrow to light the bonfire above the room with the pillars. When you light the torch, take it back to the room with the giant statue. If you light the basket in front of it, he will give you the Fire Glyph.

The Sound Glyph



Where to find: Enter the Central Room and fall to the bottom of the first level elevator. Look for the stained glass window's frame from the telekinetic force blast. Climb up to the

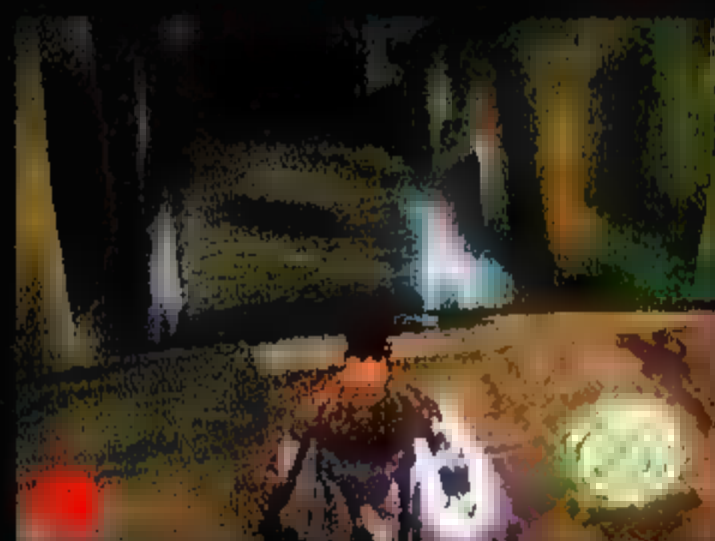


Grab the mallet: At the far end of the large room is a mallet. Grab it and climb up the wall near where you are now. Throw the mallet to the first cliff on the left. You'll see it in a minute.



Sacred Magma Bell: Enter the Material Realm and jump to where the mallet is. Re-enter the Material Realm. Throw the mallet. Now jump if you are on the far side of the mallet. Grab the mallet and throw it at the stained glass window. The projectile will break the window. Toss the mallet and make your way to the other side. Use the mallet on the bell and you will be awarded the Sound Glyph.

The Fire Reaver



Where to go:

1. Enter the Central Room and fall to the bottom of the first level elevator. Look for the stained glass window's frame from the telekinetic force blast. Climb up to the
2. Look for the stained glass window

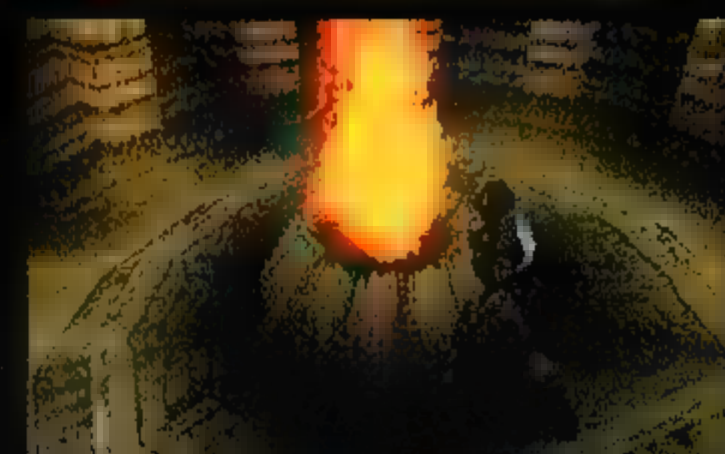


and break it with your telekinetic force. Look for a stairway leading downward. If you get a little more back, this is the time to go away.

4. Throw the mallet you are holding with a lone fire burning at the end. You must be careful with the Soul Reaver in order to receive the Fire Reaver.



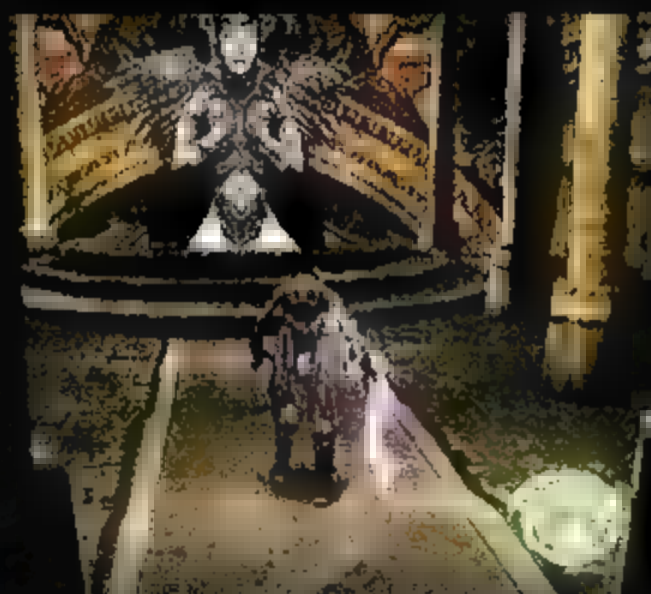
dip the sword in the flames. If you have the Soul Reaver up, it will sink back into the fire. If you suck a flame, it will come back. This is a good way to get the sword back after you have been damaged. Once you have been here, trigger the Fire Reaver with a large flame.



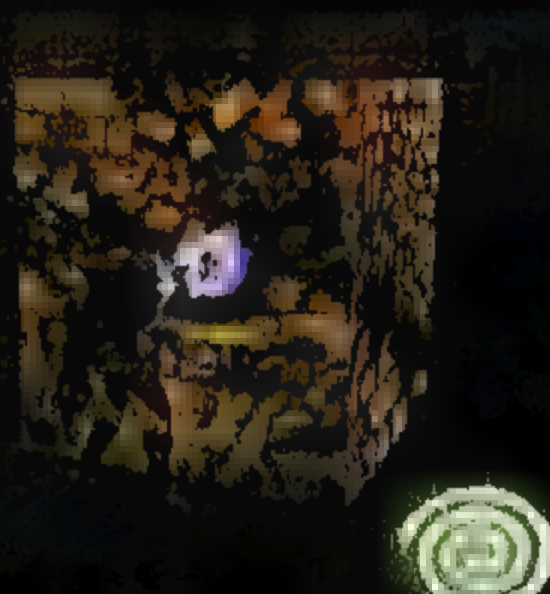
The Water Glyph



■ **Where to find it:** Underneath the bridge in the main city area, there is a gate you must destroy with the telekinetic blast. Swim up the tube-works to find an alcove with a statue.



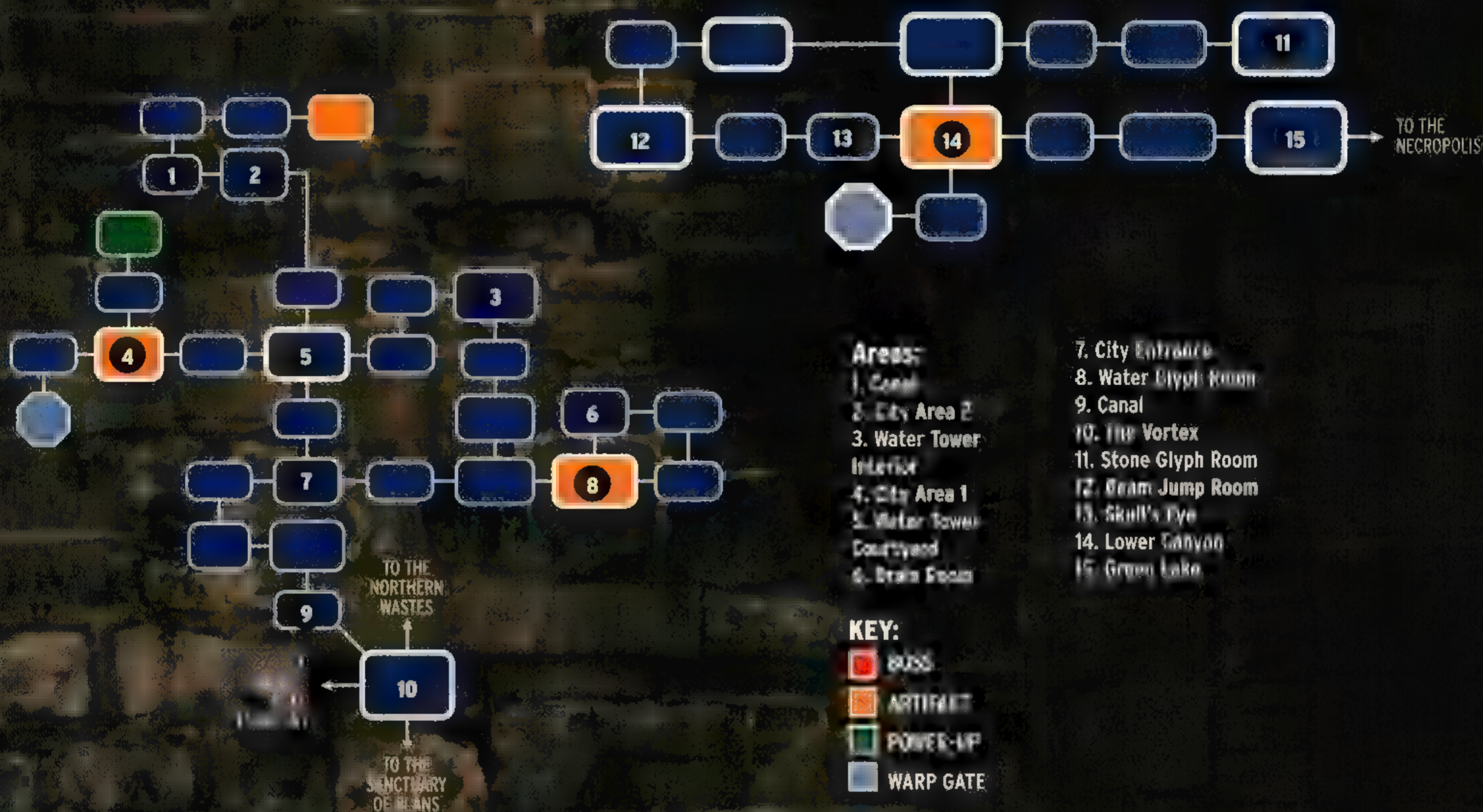
■ **What to do at the statue:** OK, you're standing in front of the statue and nothing is happening. Well, look to the right in the back of the room. You will find a door to go through.



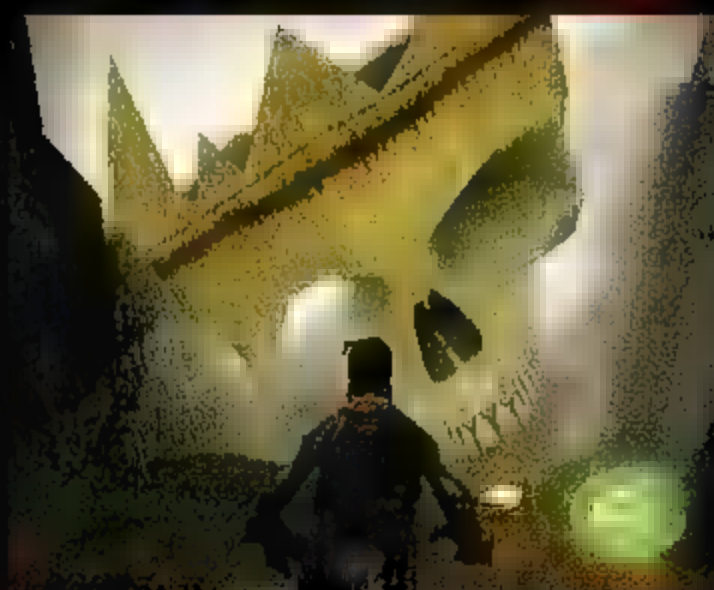
■ **Blocking the drain:** In the main room, there is a block you can pull out of the wall. Push the block down the canal and deposit it to the lower room. Place the block on the drain.



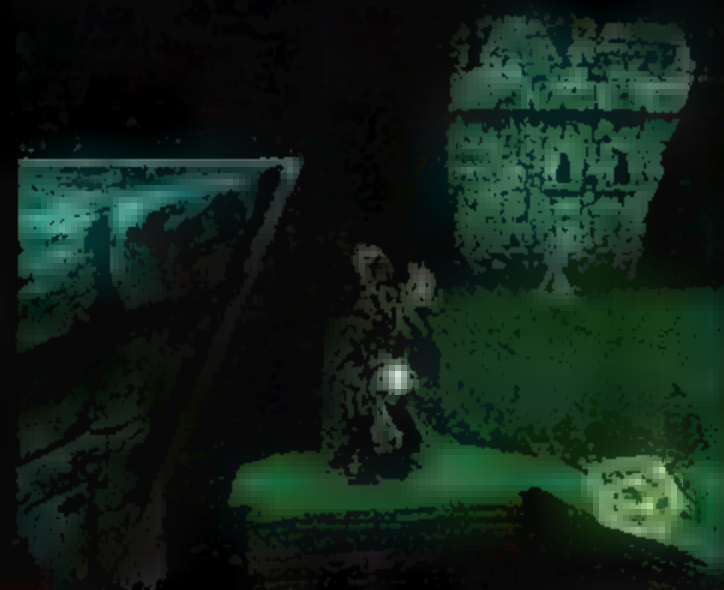
■ **The Water Glyph received:** With the drain blocked, the room will fill with water. The statue will grant you the Water Glyph for your actions.



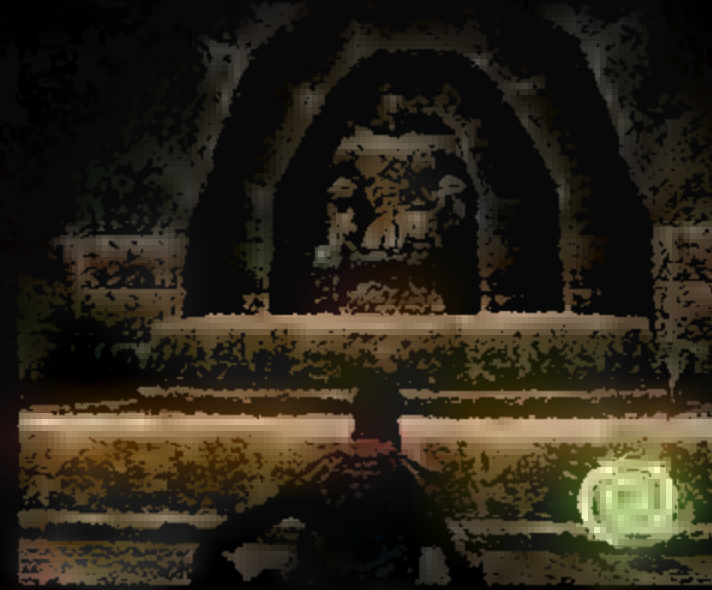
The Stone Glyph



■ **Where to find it:** Look for the entrance to Nupraptor's Fortress (where the Stone Glyph resides) in the pool of water in Melchiah's area. It's the one with the lone stone Pillar in the middle.



■ **Nupraptor's boss:** Climb a nearby cliff and pass through the skull's left eye. Break down your way to the top by climbing up the vertical walls. Pushers to make them move.



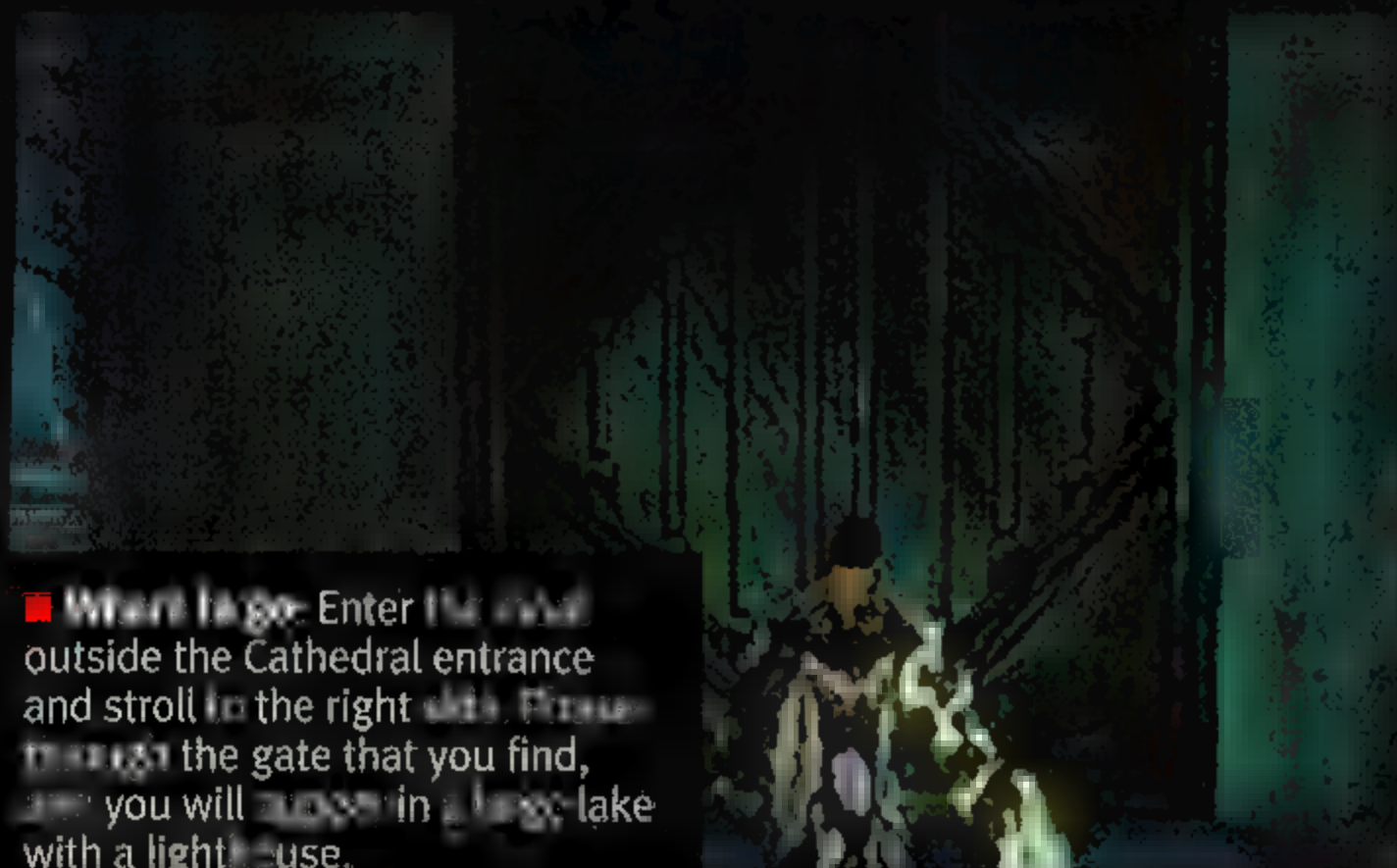
■ **Smashing the glyph:** Once you are at the top of the narrow glide to the cliff on the left. Follow it to a cave that contains a stone glyph. Along the sides of the room are several suspicious openings.



■ **Complicated block puzzle:** You must complete the hextaglyph patterns on the wall using the nearby blocks. You must stack the blocks to get at the ones that are found really high up.



The Sunlight Glyph



■ **Where to go:** Enter the cave outside the Cathedral entrance and stroll to the right side. Pass through the gate that you find, and you will appear in a large lake with a light house.



■ **Stopping the light:** Once you make your way to the top of the lighthouse, you will see a path leading to two caves. The first cave contains a machine. Turn it on by lighting the chain. Then quickly jump atop the device and shove the block down. Move it so that it locks the gears from moving. In this quickly



■ **Afterward:** Make your way to the bottom cave. This will trigger a warning. Now cross over to the bottom of the lighthouse and travel to its lowest depths. There will be a section where you must align a series of blocks to connect a path. Once the blocks are placed, hit the switch. Jump on the balloons to get out through the ceiling. Make your way back to the bottom cave.

Areas:

1. Gas Wheel Room
2. Cathedral Exterior
3. Lighthouse Canyon
4. Sunlight Glyph
5. Lighthouse Interior
6. Piston Room
7. Water-Wheel Room

KEY:

- FESS
- ARTIFACT
- FORTRESS
- ROAD GATE



The Force Glyph



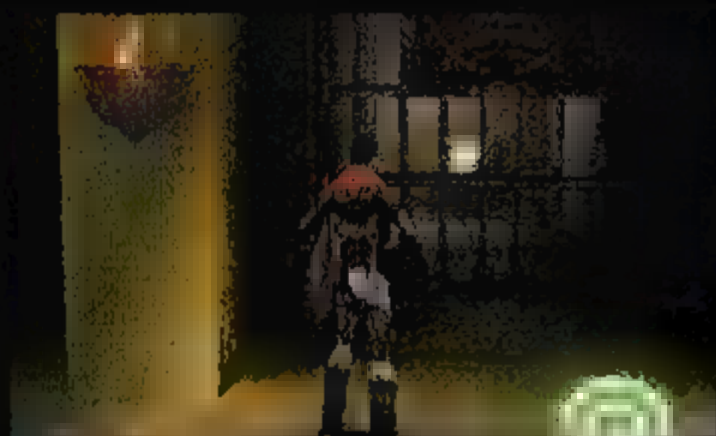
■ **Where to go:** Head to the pool of water in Mephala's territory just past the lake. Dive in the water and look for a cave on the right-hand side. This will take you to a hidden alcove.



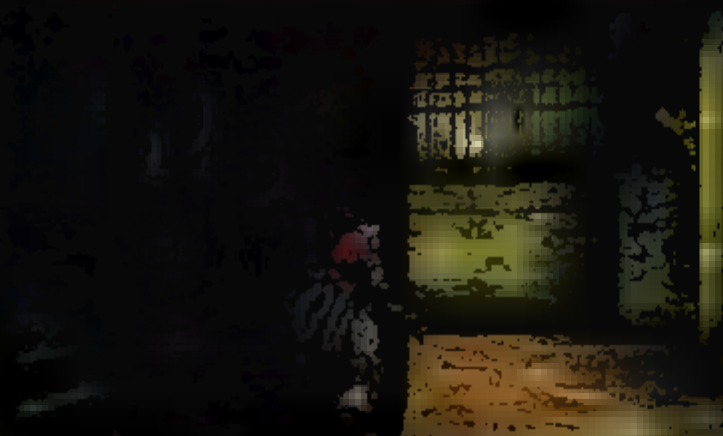
■ **The three towers:** You will come to a room with three towers and a skull-like object in the wall. The secret here is to push the towers down. After all three fall you will get the edge.



Artifacts



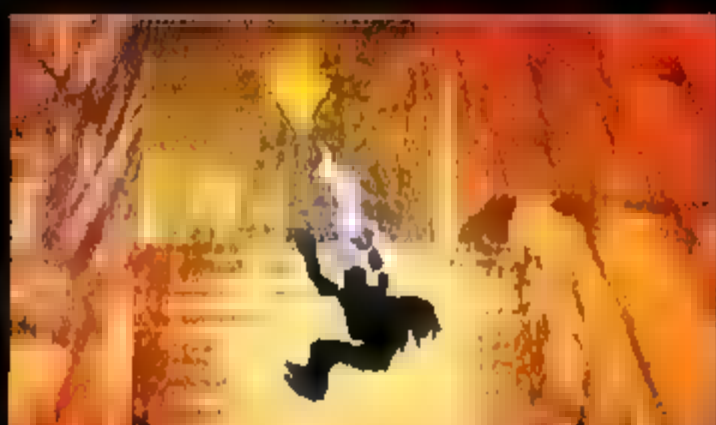
■ **Artifact 1:** This artifact is probably the easiest to find as you merely pass through it on your way to reach the Pillar of Nemesis. Just west the first gate you must pass through.



■ **Artifact 2:** Located in your family clan area at the gate where you must turn the two wheels. Push the stone block from the left side to the right. Enter Spectral and pass through to get it.



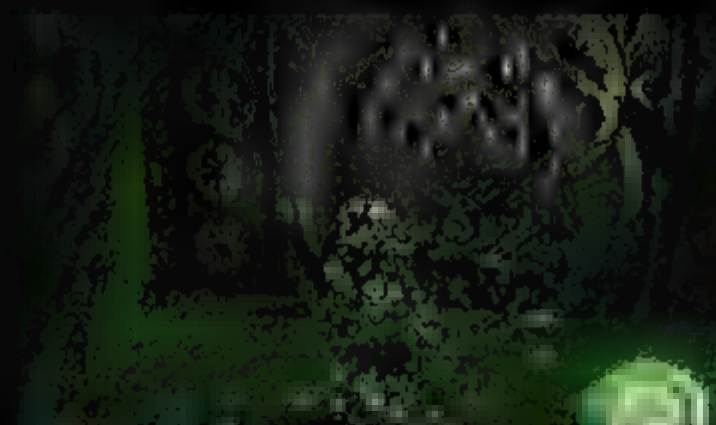
■ **Artifact 3:** Take the stairs to the left, directly from the first dome passage. You will come to a dome that is closed. Heavy is a block puzzle. Solve it and the dome will open up.



■ **Artifact 4:** In the room where you first enter the Material Realm, look for a climbable surface to the left of the entrance way with the water. Climb up to find the fourth artifact.



■ **Artifact 5:** In the Melchiah territory, enter the room with the eerie green light. On the left side of the cliff is a climbable section. With a glide to it and a jump to receive a power.



■ **Artifact 6:** Right after the green lake is a small room with a pool of water and an odd stone sticking out of the center. Leap into the water and enter the spectral Realm to get the artifact.



■ **Artifact 7:** Break the wall to the left of the captor's drop to find this artifact. Use the Telekinetic Force from the cliff across the way to get rid of that pesky block that's in your way.



■ **Artifact 8:** Found in the main city of the human city. Make your way to the 2nd floor and look for the waterfall. Climb across to it, and you will be able to collect another artifact.



■ **Artifact 9:** Also found in the Material Realm. When you get to the waterfall, turn the valve. Follow the path where the water was. Stack the blocks so you can reach the power. The artifact is within reach.



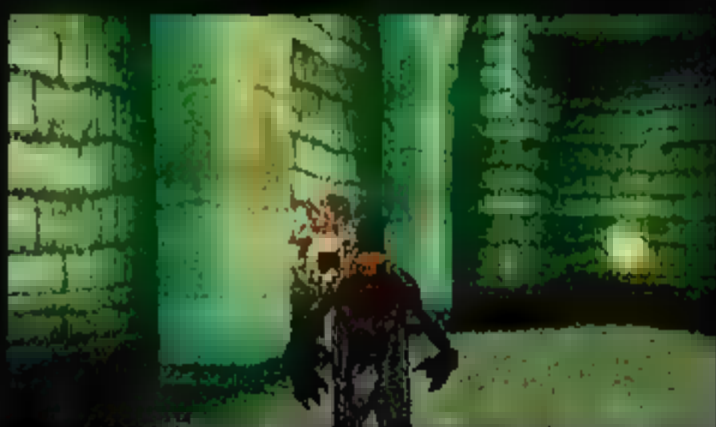
■ **Artifact 10:** This artifact is in the darkest section of the starting area. Go to the room where you first saw the two vampires. Jump into the water and look along the left wall.



■ **Artifact 11:** Enter the moat that surrounds the Material and follow it to a cave on the left. There will be some cultists and a wall you can climb. You'll find the artifact on the ledge.



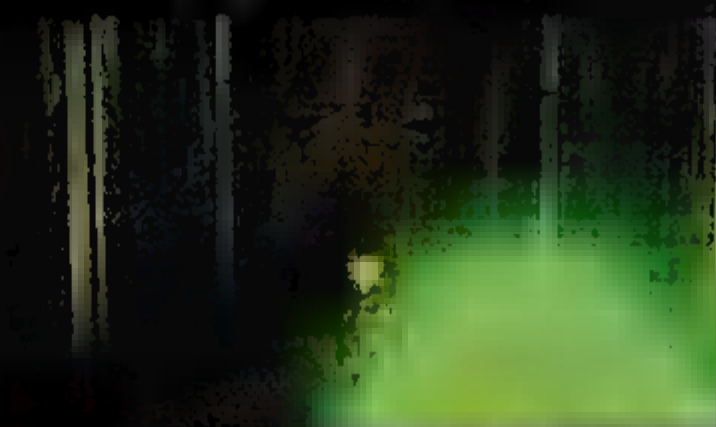
■ **Artifact 12:** Across the water that floats in front of the West Melchiah territory is a climbable wall. Climb up top and follow the path. This will lead you to the 12th artifact.



■ **Artifact 13:** Earlier on you were wondering about that steel grain looking thing in the Drowned Abbey. Use the Telekinetic Force around its central core to reveal some secret passages.



■ **Artifact 14:** In the tower that leads to Melchiah's territory, use the ribbon around the center knob, then pull the wheel. Each time you do this will reveal a new route. Do it three times.

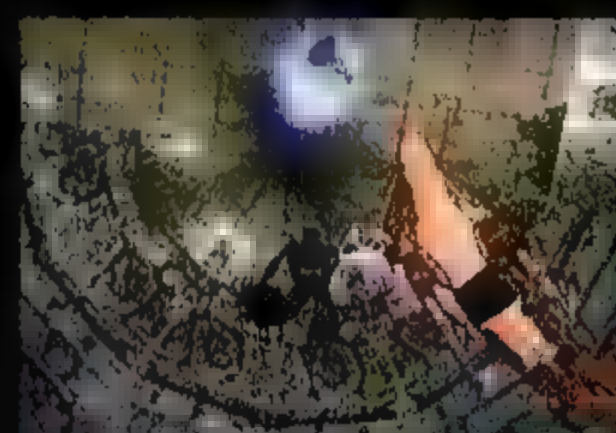


■ **Artifact 15:** In the ruins of the Material Realm, find the room with the statue (it's next to the boss's room). Constrict the statue and it will reveal one of three passages.

Glyph Power-Ups



■ **Glyph Power-Up 1:** The first Glyph power-up that you will find will be on a ledge in a room behind a stained glass that has been broken with your Telekinetic Force.



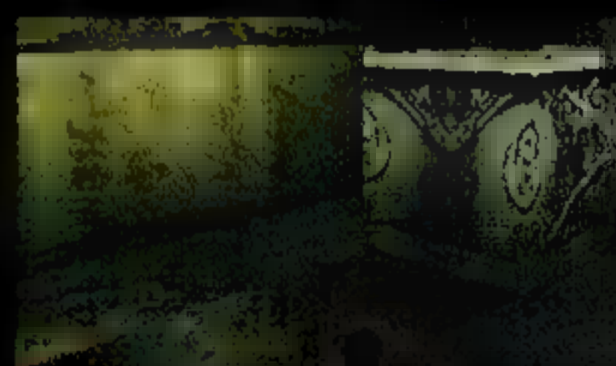
■ **Glyph Power-Up 2:** In the Material Realm, the rundown boat building, there is a room in the back section. Swim through it to find a room with a Glyph power-up.



■ **Glyph Power-Up 3:** You will find another of these items inside the main map section off of the 3rd floor. You will have to pull a switch to reveal a place to climb.



■ **Glyph Power-Up 4:** In the tower that leads to the Melchiah territory, use the constrict on the central knob and pull the wheel. It's down the path.



■ **Glyph Power-Up 5:** Look in the Melchiah territory in the room with the three stone crypts. Shove the Soul Reaper into the third stone crypt to reveal the power-up.

***"Because we don't want your kids decapitating in their games
if you don't want your kids decapitating in their games!"***



EARLY CHILDHOOD RATING: Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.



EVERYONE RATING: The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.



TEEN RATING: Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.



MATURE RATING: These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.



ADULTS ONLY RATING: The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

ESRB Rating System: www.esrb.com



Combine speed with style...

by Andrew Baran
andy.baran@ea.com

To win at Sled Storm, you're going to have to play like the devil himself. It's not good enough to simply come in first. To excel in this game you will have to perform tricks as well. A large part of this game is buying parts for your snowmobile, and since you earn cash for doing tricks, you will want to be as daring as possible. Of course, the wilder you get, the better the chance it will backfire in your face.

The AI of the computer opponents is pretty damn intelligent. They will attempt to bump you off-road in their constant attempt to pull ahead. Be aggressive—Sled rewards the more blood-thirsty players out there by making it possible for you to ram the other racers back. Unlike the annoying aspects of some of the other racing titles out there, this one actually has fallible computer opponents. Kudos.

database

time to complete 30 hours
challenge moderate
best racer jackal
best item Light Chassis
best advice Run over that damn rabbit!
also try Cool Boarding
system PlayStation
publisher EA
developer EA
www.ea.com



Two Challenges

Modes of Play

There are two ways you can play. Both are similar, but each offers its own rewards upon completion.

Open Mountain

This is your standard race. You can earn money by winning races and performing tricks. This will allow you to upgrade your sled.

Super Snocross

This is a trick-filled series, but you still have to place first. If you earn enough trick points, you can unlock hidden characters. If you have saved a character from the Open Mountain races, you can bring his/her upgraded sled into these courses. As a result, you will probably want to play the Open Mountain courses first, before attempting Snocross.



Upgrade your sled early and often to give yourself the best chances.



Upgrade Time

Shopping The Shop

Upgrading your Sled: You will want to improve your sled as fast as you can, and get the best results as fast as possible. Everything costs money, so you will have to balance out your needs with your spending.

What to Buy: Purchase the Light Chassis first, as it offers a good overall improvement. Raise your horsepower with the Pipes. They're cheap but you can feel the difference. Lastly, the Chips are another excellent suggestion. Each engine has a limit to how much it

can upgrade. If you find yourself maxed, buy a faster engine.

What to Skip: The Tail Scoop, while cheap, will make it hard to see your own craft. Avoid it. Don't waste your money on the brakes, as you will almost never use them. The same goes for the Power Reverse. The Tune-Ups are nice, but it's a waste of money overall. Pass them up.

Note: For more details on how to upgrade your equipment, check out the section on characters.

Equipment Prices

1. Slick Start	\$2,000
2. Sure Start	\$3,000
3. Spotlight	\$1,000
4. Halogen Spotlight	\$2,000
5. Cutter Skis	\$1,000
6. Studded Cutter Heads	\$4,000
7. Smart Treads	\$8,000
8. Cutter Skis	\$1,000
9. Better Skis	\$3,000
10. Speed Skis	\$8,000
11. Single Pipe	\$1,000
12. Double Pipes	\$2,000

13. Triple Pipes	\$4,000
14. Quadruple Pipes	\$7,000
15. Sport Racing Chip	\$7,000
16. Fun Racing Chip	\$10,000
17. Whirlwind Skis	\$4,000
18. Gas Shocka	\$5,000
19. Single Swingarm	\$3,500
20. Double Wishbone	\$4,000
21. Light Chassis	\$4,000
22. Flyweight Chassis	\$7,000
23. Graphite Brakes	\$1,000
24. Performance Brakes	\$3,500

25. Sport Tune-up	\$2,000
26. Racing Tune-up	\$5,000
27. Gas CC	\$15,000
28. Gas CC	\$20,000
29. Power Reverse	\$1,000
30. Tail Scoop	\$200

Get in the know...

Stat Relevance

Top Speed: This one pretty much speaks for itself. A high top speed is most important when you are on a straightaway. If you want to make any headway over the other racers, you're going to need to be fast.

Acceleration: This attribute is important because the better it is, the faster it will get you to your top speed. If you tend to wipe out a lot, improving your acceleration will help you stay in the race.

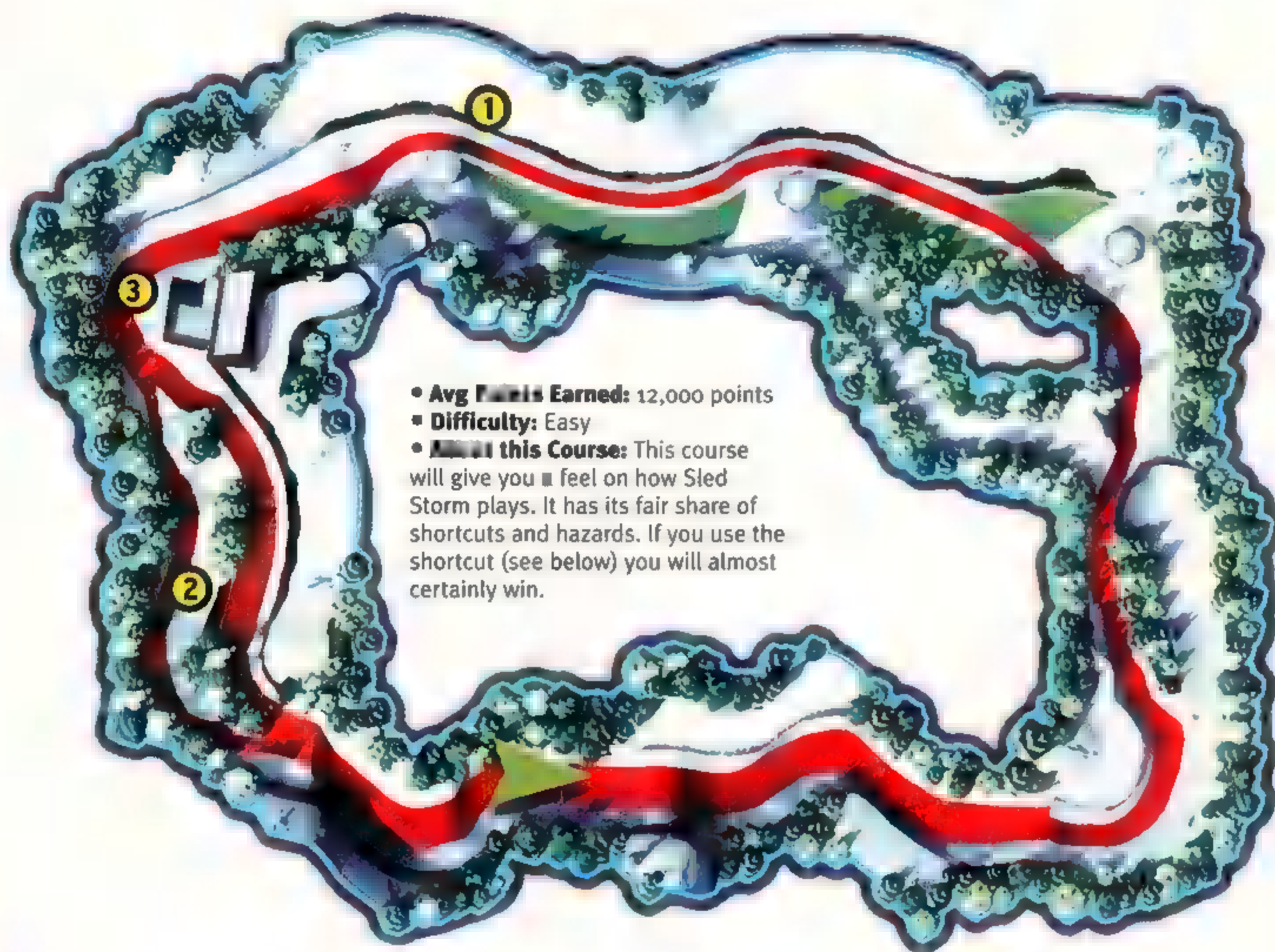
Handling: Handling determines how well you can take those curves. If it's low, you'll ridge up the bank of a curve instead of leaning through it.

Stability: A seemingly useless stat, it actually does a lot for you. If you forget to upgrade your sled's stability, you are going to end up tilting yourself right into the snow. Stability helps you maintain control on rough terrain, and generally prevents you from falling over. Your stability can make all the difference in the world.



Open Mountain Courses

pine valley



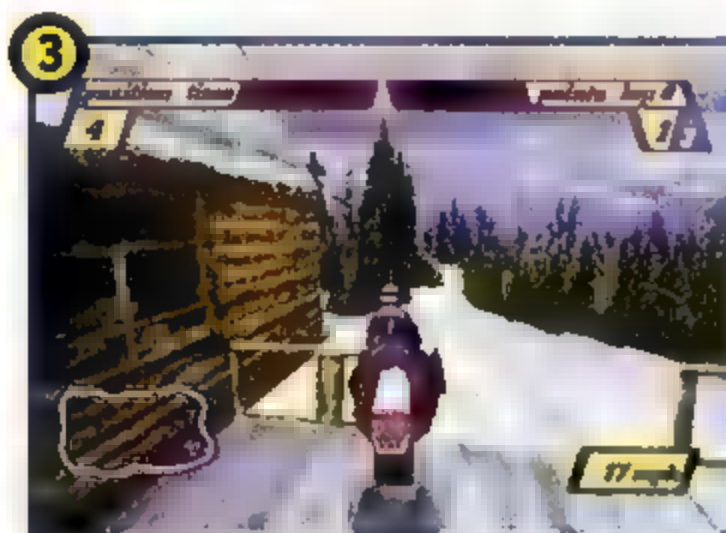
- **Avg Points Earned:** 12,000 points
- **Difficulty:** Easy
- **About this Course:** This course will give you a feel on how Sled Storm plays. It has its fair share of shortcuts and hazards. If you use the shortcut (see below) you will almost certainly win.



Best shortcut: After the second frozen river, head to the left side of the bank to find a large icy block. Break through it to get far ahead of the competition. Just make sure you land properly during the jump at the end.



Excellent points opportunity: Just after the shortcut, there is a rabbit that occasionally appears on the narrow path on the right. Any of the large jumps are good for pulling off tricks. If you have a decent lead, go wild.



Nastiest hazard area: Here's a case where going a little too risky can become your downfall. At the cabin, there will be a jump. If you aim poorly, you will hit some trees. You must land properly or well.

Survival Tips

Advanced Techniques



■ Learning how to land

Racing in Sled Storm is no walk in the park. There are plenty of hills and jumps, and unless you know how to land, you're doomed to last place. Whenever you are about to land, gently press down on the control pad. This will raise the nose of your craft so you land smoothly. If you press forward, you'll lean the nose down, and end up ass over appetite. Always keep the position of your nose in mind, because it only takes a freak snowdrift to dump you into the powder.

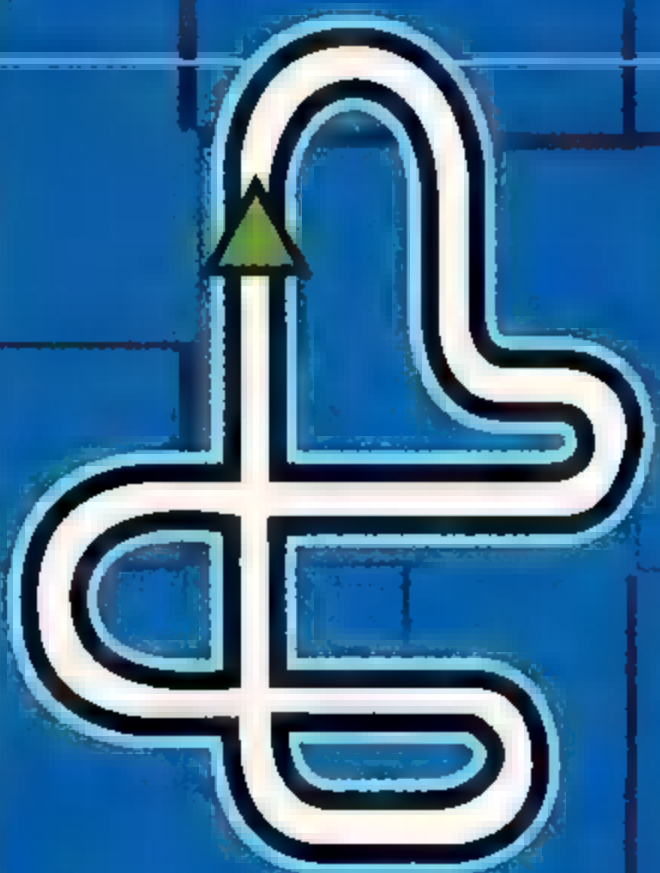


● Braking

You almost never need to brake. Instead, let off of the accelerator. If you want to make a really tight turn, ease down on the throttle, and lean. You'd be surprised how tight you can turn. Of course, it can be a little dangerous with an unstable sled.

1

Super Snocross



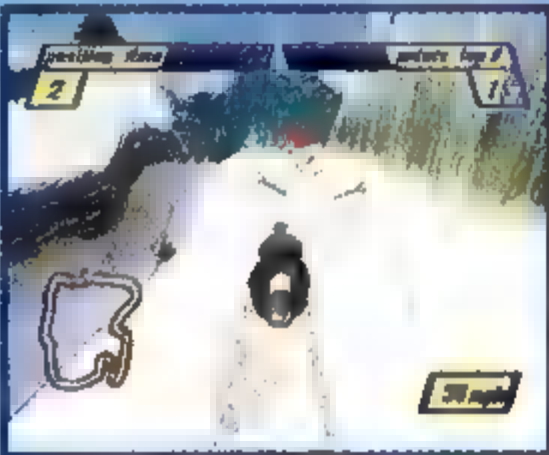
Use the large jumps for the harder and more point-worthy tricks. Just watch for how you land.



The last jump right before the finish line is the best place to try for the most points.

Avg Points Earned: 12,000 points
Difficulty: Easy
About this Course: In general, the Snocross courses are fairly easy, simply because it's understood that you're probably going to wipe out at least a few times trying to perform some hairy stunt. As a rule of thumb, use the large jumps for the big 1,000 pt. stunts, and the little ones for low-risk moves.

Run over Stuff

Point
Values

■ Hitting Obstacles

There are obstacles in the levels that are actually good to hit. Running over or through one of these items will earn you valuable points which in turn will translate into money. It's worth going out of your way to hit these objects.

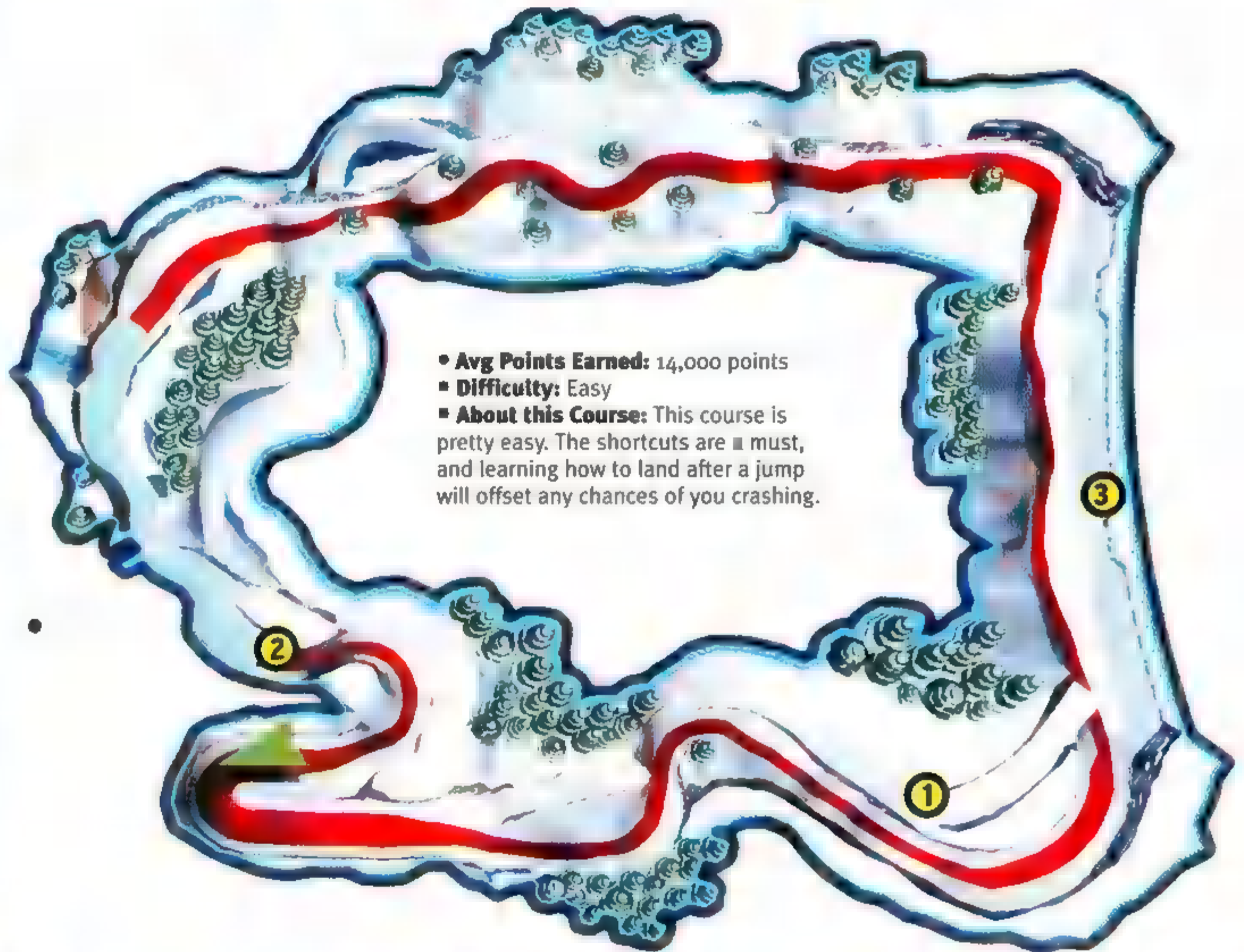
■ Point Totals



Snowman:	50 pts
Ice Wall:	500 pts
Wooden Barrier:	500 pts
Airplane Wing:	50 pts
Sign:	50 pts
Rabbit:	7,500 pts
Sapling:	50 pts
Ice Chunk:	50 pts
Igloo:	50 pts
Bridge Section:	50 pts
Falling Racer: [*]	9,000+ pts

^{*} A true rarity, you must hit another racer as he's falling off of his sled, but before he hits the ground. If you hit his sled, you do not get anything for your efforts.

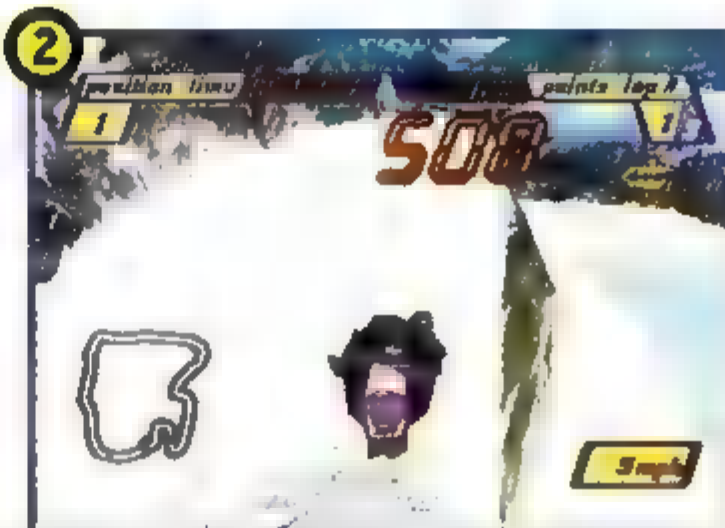
kodiak canyon



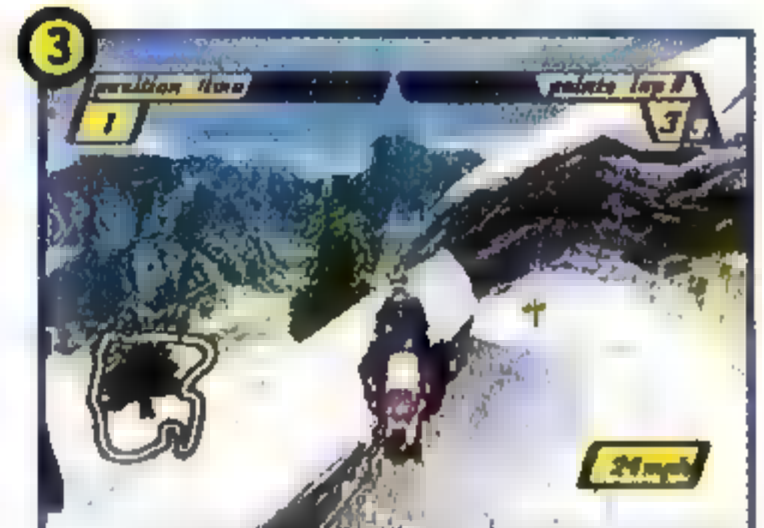
- **Avg Points Earned:** 14,000 points
- **Difficulty:** Easy
- **About this Course:** This course is pretty easy. The shortcuts are a must, and learning how to land after a jump will offset any chances of you crashing.



Best shortcut: Right after the start, on the second ridge found on the left side, there will be a snowy rise. Climb up this rise and it will put you ahead of the other racers. When you jump at the end, aim for the right side or else.



Excellent points opportunity: Aside from being an easy way to get 500 points, it's also a great shortcut. Look for the big ice block right before the exit. Use the jump and aim for the right to save seconds of time.



Nastiest hazard area: There is one jump in this level that makes it easy to wipe out. You can jump left or right, but not in the middle. Since you will instinctively aim for the center, you're probably going to hit the wall.

2

Super Snocross

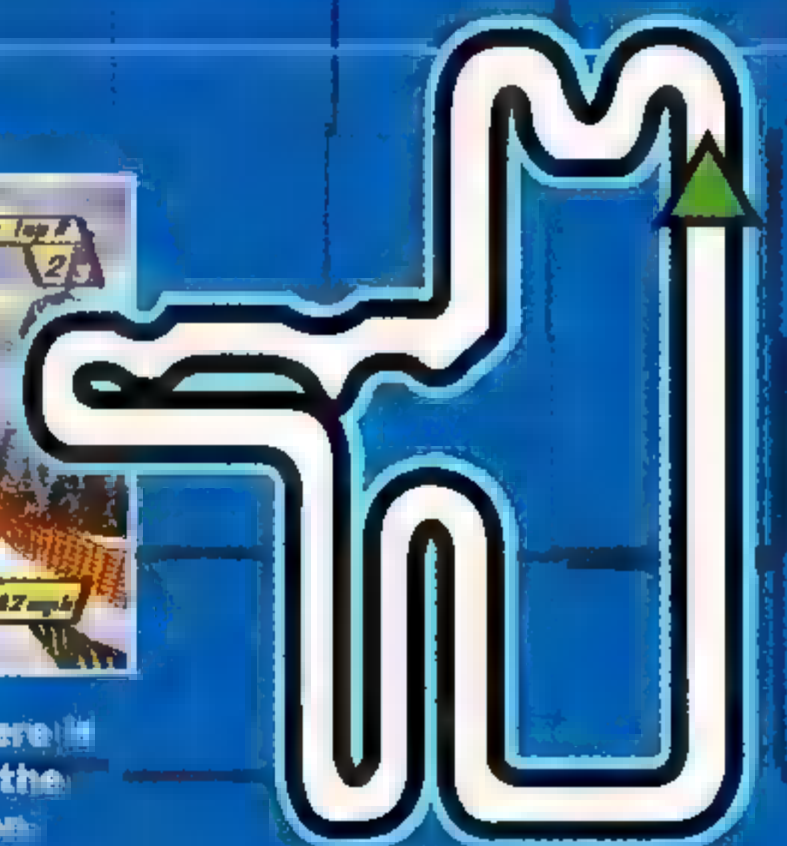
Avg Points Earned: 15,000 pts
Difficulty: Easy
About this Course: You can really rack up a lot of points on this level. In fact, if you're trying to earn Sergei, you should try to at least earn 15,000 points here. If you are really good, you can earn well over 20,000. There are plenty of good long jumps to try your tricks on. Earn them now, because the Snocross level will only get tougher.



At the small jumps, don't try to do anything too extreme. The placement of the hills is dangerous.



Like in the first Snocross, there's one big jump near the end of the track that you can clean up on.



hard pack



- **Avg Points Earned:** 16,000 points
- **Difficulty:** Moderate
- **About this Course:** The Hard Pack course is going to be a little tougher than the previous courses, simply because there aren't many ways to nip on the heels of the competition. The shortcut (see below) is the key to victory.

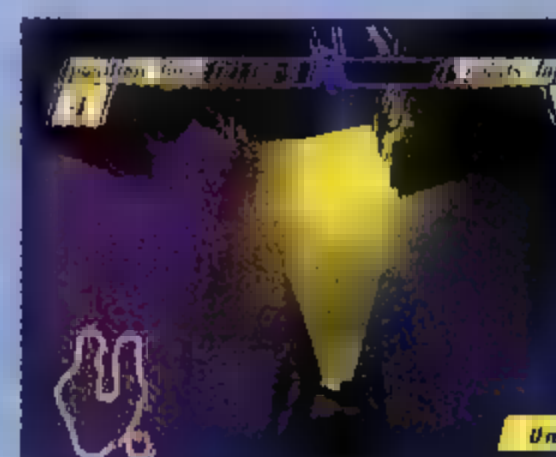
Natural Dangers

Driving Conditions



■ Rain and Snow

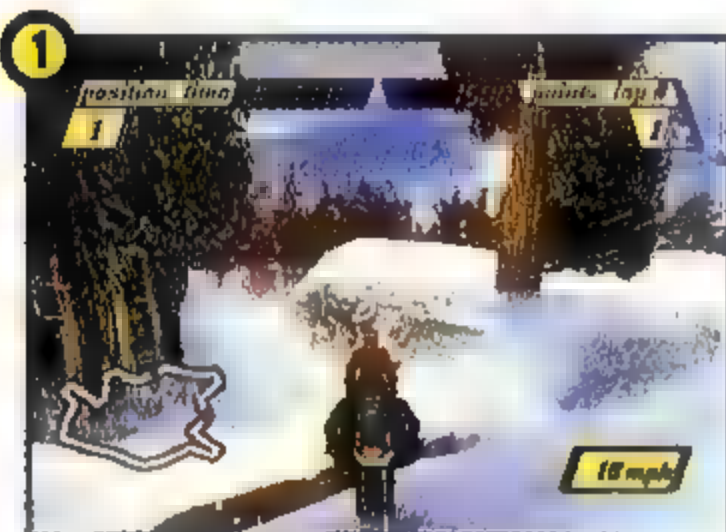
These natural conditions make the snow all soft and turning will become a lot more difficult. Counter by turning about five feet in advance. Acceleration is vastly decreased.



■ Fog and Night Driving

Fog lowers the response time you have to react to the track's hazards. They will be masked by the fog. The best way to counter this is to memorize the track and its hazards.

Much more difficult than driving in the fog is driving during the night. You will literally have no response time to deal with threats. Once again memorization of the tracks is key. Practice the tracks if you can.



Best shortcut: When you come across the jump with the danger sign atop it, jump from that point. Hopefully you will have enough speed to cross over the frozen log. This will easily give you a lead over the other racers.



Excellent points opportunity: There is one mammoth jump right by where you see the mountain goats. While the left path will be shorter, you can make a lot of points going down the right. You can get 1,000+ points here.



Nastiest While you might think that a bridge would be no threat, it's actually pretty nasty. There are a series of small jumps. You should do fine if you keep your nose pulled up. Watch out for the other racers.

3

Super Snocross



There is only one real good jump on this course. It's the jump that is right in front of the church.



If you are going to win, you must hug the inside curve on each turn or you will fall behind.

Avg Points Earned: 1,000
Difficulty: Hard
About this Course: The odds are good that you'll need to play a lot more conservative. If you want to come in first here. As a result, you will not gain a lot of points. Do tricks on the large jumps, but try to avoid the small ones, as the timing is really hard to judge. This course is loaded with tight turns. Remember to stay on the inside.

Something Cool

Storm
Sled

■ The Storm Sled

Witness the Power: The Storm Sled is your reward for completing the Open Mountain Courses. If you have been able to clear all of the tracks, you will be able to witness the ultimate in racing.

The Storm Sled has perfect stats, so you will leave the

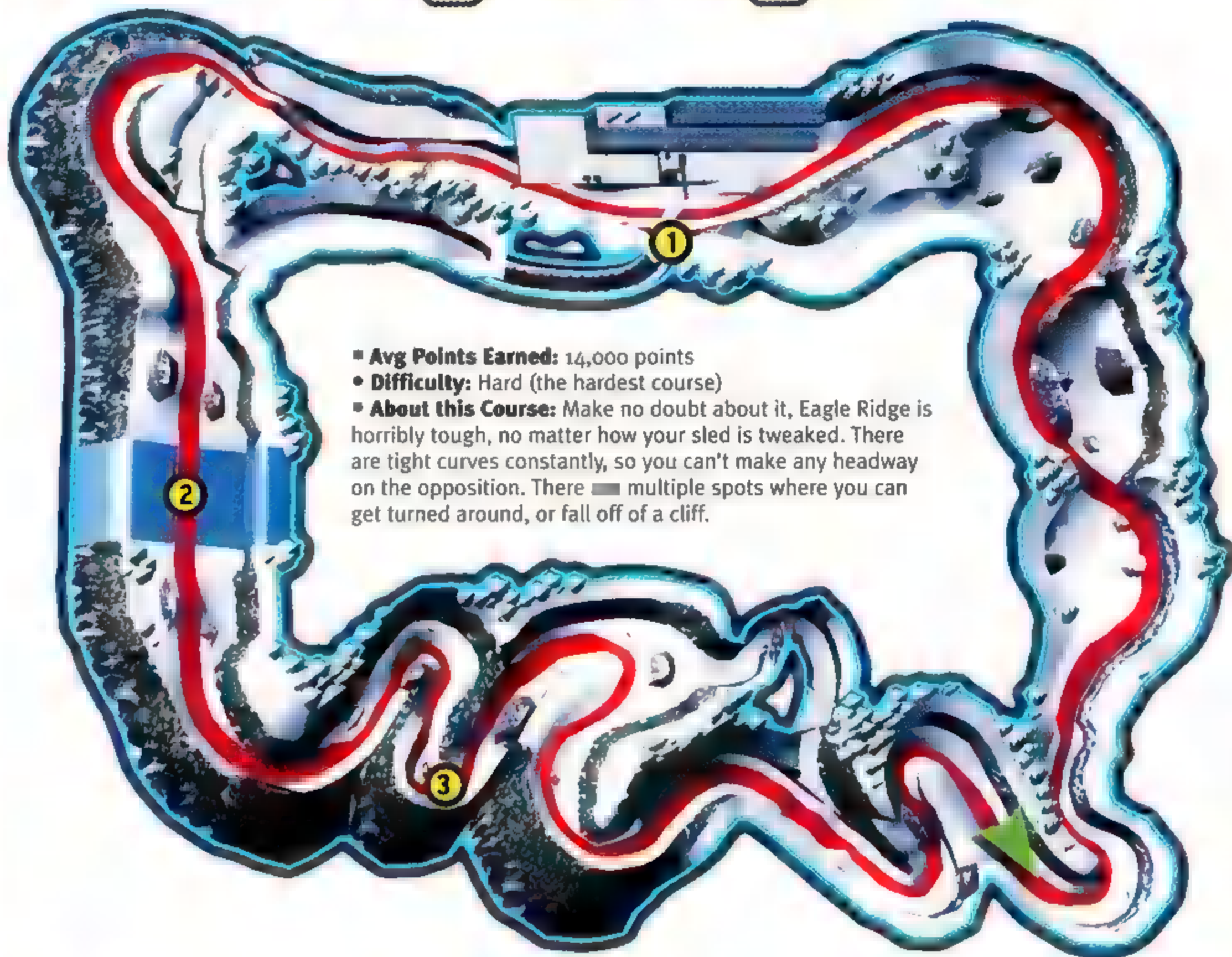


opposition eating exhaust. When you jump, you will be able to fly twice as far. Ever want to do some really gnarly tricks? It's possible if you have the Storm Sled.

Won't fall over: Since this sled is so well made, and the stability is topnotch, you will rarely fall over. Only poor landings will make you dive.

Barely Containable: The sheer horsepower this thing kicks up is enough to overpower the unwary player. Watch your speed around turns, or you might end up riding up the ridge into a wall. On the later tracks, your speed may actually be a detriment!

eagle ridge



- **Avg Points Earned:** 14,000 points
- **Difficulty:** Hard (the hardest course)
- **About this Course:** Make no doubt about it, Eagle Ridge is horribly tough, no matter how your sled is tweaked. There are tight curves constantly, so you can't make any headway on the opposition. There are multiple spots where you can get turned around, or fall off of a cliff.



■ shortcut: If you follow past the narrow path found next to the small building you will reach a mine. Smash through the wood barrier and use the narrow corridor to get ahead. The other racers will use it eventually.



Excellent points opportunity: The bridge is a great way to earn some easy points. Each section of the railing will net you 50 pts. Even better, it's known that there is a rabbit found around here that is worth running into.



Nastiest hazard area: There are a series of jumps that if you hit hard enough, will plummet you off a cliff. Always try to err on the side of caution. There are a batch of rocks you can use to turn a little bit harder.

4

Super Snocross

Avg Points Earned: 7,000 points
Difficulty: Hard
About this Course: This course is nearly identical to the last one. As a result, you will barely pick up any points. There are only a couple of places to go hog wild on. Play conservatively, and play to win. This track is tough, so you will not have a lot of chances to build up your point total. Remember to hug the inside line of each curve to stand a chance.



The icy banks of Snocross 4 are more slippery than the ones found in the previous track.



The jump right before the bridge is one of the best for racking up lots of points.



glacial grind



- **Avg Points Earned:** 20,000 points
- **Difficulty:** Hard
- **About this Course:** This course is loaded with twisting turns. If your handling is high, you should do well. Use the cave shortcut every time to increase your odds of winning.

Start Practicing

Scoring Tricks

Tricks List

Some tricks can be comboed. These are marked with a (C). The points will double when they are comboed together.

No Hander:

L2 + Down

Lookback:

L2 + Up

No Footer: (C)

R2 + Up

One Footed Can Can: (C)

R2 + Down, Left

Nac Nac: (C)

R2 + Right, Down

Heel Clicker: (C)

R2 + Left, Up

Parallel Can Can: (C)

L2 + Left, Right

Can Can Kickout: (C)

L2 + Right, Left

Nose Dive Suicide:

R2 + Downward to the right

1 Footed Can Can 1 Hander: (C)

R2 + Downward to the left

Recliner:

L2 + Up ■ Left

Indian Air Walk: (C)

L2 + Up ■ Right, Down & Right

Saran Wrap: (C)

L2 + Down ■ Left, Down

Decade (Chocolate Swirl):

L2 + D & Right, Down, Down & left

Nothing: (C)

R2, Up ■ Right, Right

One Handed Superman: (C)

R2 + Up & Left, Right

Backflip:

R2 + L2, Up ■ Left, Up, Up ■ Right

Note: Some of the less agile characters will not be able to perform all of the listed moves. Some of the moves can be held longer for more points, but combos will score more.



■ **shortcut:** After the first rise in the cave, there will be an icy wall that you can break through. This cave will save you some excellent time. There is also a good shortcut along the right, found after the ice flows.



■ **Excellent points opportunity:** The last jump found just before the finish line is an excellent jump point. You can make some decent points here. Remember, if you are trying to win, don't bomb out just before the finish.



■ **Nastiest hazard** ■ Just past the caves will be a series of narrow strips of land. Jump from section to section until you reach the end. Only by memorizing the layout can one successfully navigate this. Glaciers are instant death.

5

Super Snocross



The small jumps are a great way to pick up 100 pts. with each hop. Just keep it in control.

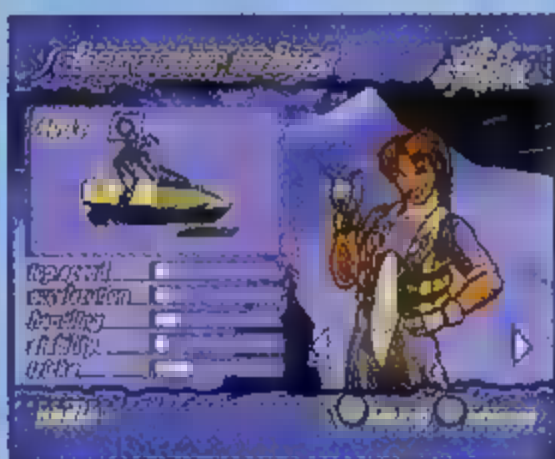


Don't slow down on the watery ice flows. If you do, your sled will sink like a stone!

Avg Points Earned: 20,000 points
Difficulty: Moderate
About this Course: This track is pure jumping madness. If you keep your head, you'll rack up 20,000+ points. The key to scoring that many points is to know how to land the nose of your sled. If you land poorly, even once, your score will get hammered. This is because you won't have enough time to catch up. The track is so small.

More Tips...

The Playable Characters



• Making your Choice

When choosing your character, always go for the ones with High Speed and Acceleration. It's cheaper and easier to upgrade Handling and Stability. Characters like Sergei and Ryan are the best choices for a starting player.

■ Hidden Characters



There are two hidden characters in Sled Storm. You can either unlock them in the Snocross races, or simply enter the codes below at the Password Screen:

Sergei

Points Needed: 50,000

Code: Square, L1, Square, L2, Triangle, R2, Circle.

Jackal

Points Needed:

55,000

Code: L2, L2,

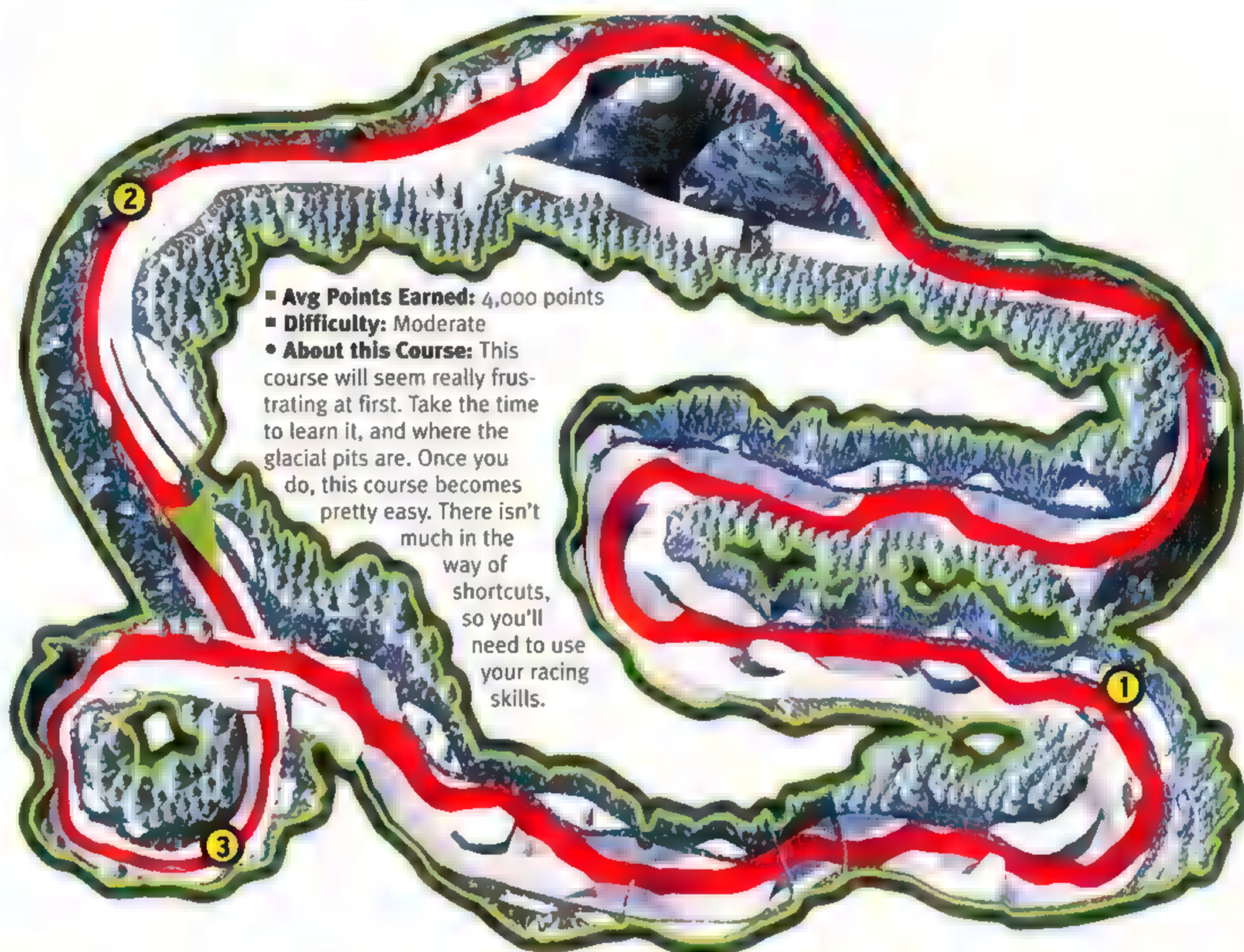
Circle, R2,

Square, R1,

L1, Triangle.



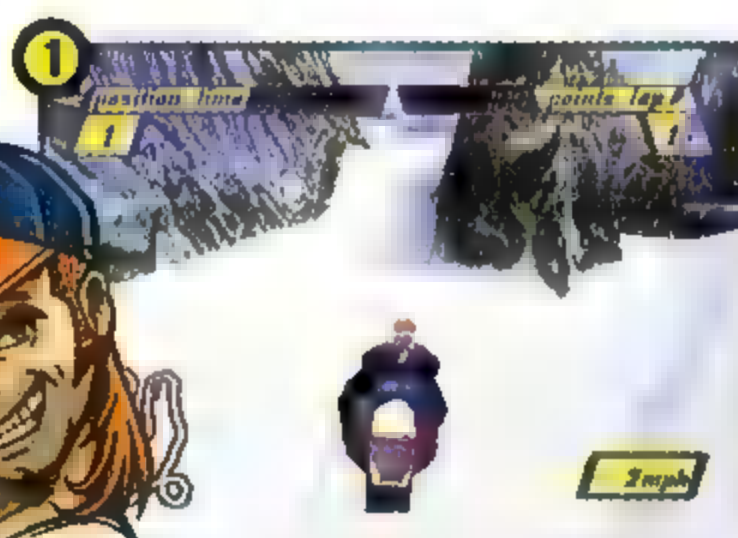
goat's bluff



■ Avg Points Earned: 4,000 points

■ Difficulty: Moderate

• About this Course: This course will seem really frustrating at first. Take the time to learn it, and where the glacial pits are. Once you do, this course becomes pretty easy. There isn't much in the way of shortcuts, so you'll need to use your racing skills.



Best shortcut: Right before the really hard turning hill that goes almost straight down, look for a path on the left side of a rock. It's marginally faster, but it will set you up perfectly for the drop ahead.



Excellent points opportunity: There is one long jump near the end of the course. You'll have plenty of air time so you can easily score 1000+ points in this single move. Even better, sometimes a rabbit appears here as well.



Nastiest hazard ■ ■ ■ After the first set of curves, there will be a small icy mound that you must jump. Hang toward the middle-right, otherwise your momentum will carry you into the glacier pits along the sides.

6

Super Snocross

Avg Points Earned: 3,000 points

Difficulty: Moderate

About this Course: This short but sweet course will give you some chances to make some major points. If you are really skillful you can get around 1000 pts. off of each jump. This is the last Snocross. Make it count. If you want to earn Sergei or the Jackal like a real player, you're going to have to score a lot of points.



One area that's hard to get used to driving on is the ladders, a series of tight high jumps in a row.



The ramp leading up to the finish line is another good spot to earn a few more points.





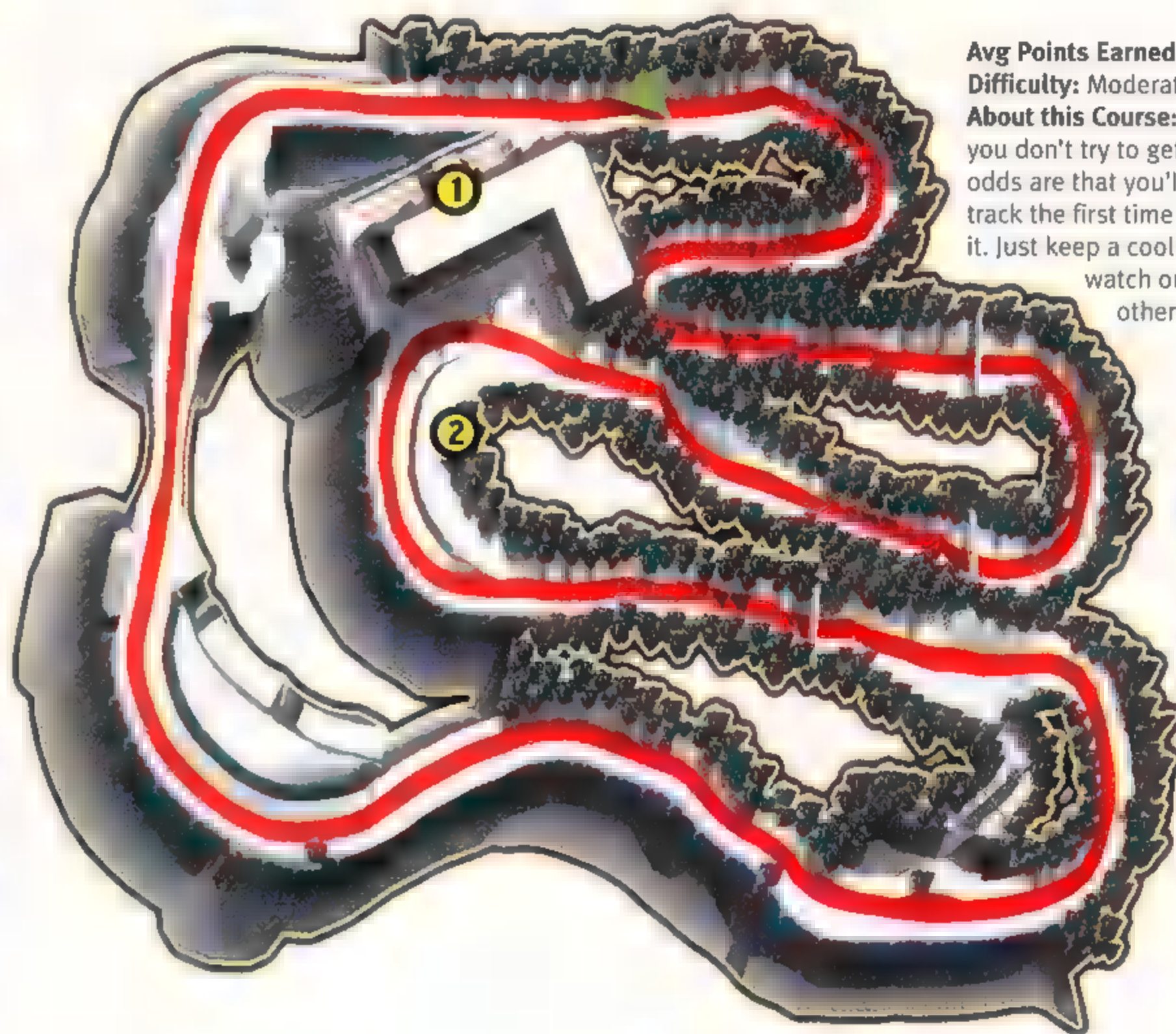
perilous pass



Best shortcut: There is a gate in the very beginning that you can crash through. There will be a jump at the end of the stairs. Aim to the right, or you'll freefall to your doom. This will give you a decent early lead.



Excellent points opportunity: About midway through the level, there is only one good jump (one without a log). Use this to perform your tricks. At this point in the game, money shouldn't be a concern. Play conservatively.



Avg Points Earned: 3,000 pts.

Difficulty: Moderate

About this Course: As long as you don't try to get fancy, the odds are that you'll beat this track the first time you get to it. Just keep a cool head, and watch out for the other racers.

lost peak

Avg Points Earned: 2,000 points

Difficulty: Easy

About this Course: This course is actually pretty easy, especially if you slow your sled down. There are a lot of jumps that lead to an instant freefall. Don't worry, the computer racers will fall off at these spots too. Falling off a cliff is high impossible to avoid at some points.



Best shortcut: Right in the beginning there will be a jump into a cave of ice. This will save you loads of time, and give you an early lead.



Another shortcut: When you see the warning sign on a cliff, jump to the left. You will fly through the fin of a plane and down its wing.



Funky Fresh Strategy Guide

XG Staff Strategy

by [illegible]

If you're in the mood for some riff-tastic, jing-jangling, old-school flavor rock 'n' roll, UmJammer Lammy is certainly the game for you. Then again, if you prefer the mind-numbing, head-slamming, raucous churn of the punk scene, then you're still in the right place. And why not some Fat Albert-style urban-imagined, bass-driven R&B? That's right, you've still managed to find the right neighborhood. After all, the intrigue of UmJammer is its mix of insane musical flavor and wild, goofy lyrics that urge even the gloomiest gamer to crack a smile. You'll tap buttons through seven stages and after you've mastered that you can swing over to your old buddy, PaRappa the Rapper. If you haven't tried it, you should, and if you manage to keep up then I'm impressed. The story line may be a bit frivolous, but the laughs are for real.

database

time to complete **4 hours**
challenge **Hard (for many)**
funniest level **Stage 4**
best vocalist **Master Onion**
most levels **Stage 6**
worst feature **Can't pause**
also try **PaRappa**



publisher **Sony CEA**
developer **Sony CEI**

www.playstation.com

UmJammer LAMMY™

Stage One

Good
Cool

Kick, punch, you all remember
Chop Chop back again yes forever,
You have many challenges comin at ya'
You have many challenges comin ■ ya'
First is a fire, don't retire, now

Pick,
.....
.....
Burn,
.....
.....
Slide,
.....
and Down, again now
.....
Pick,
.....
Burn,
.....
Slide,
.....
and Down,
.....

Listen to me now ■ I do my chore,
Nobody ever talks to me no more,
But if a baby were to come, crying
out loud,
Do you think you can play and calm
it down?
Or, if you're ■ a plane, how would
you play?
Throttle up and down, or away
I just wanna know, can you really go
With that guitar in hand, I don't know
Comin at ya

Fly high,
.....
.....
Sky high,
.....
.....
Cry loud,
.....
Shut up,
.....
Fly, Cry,
.....
Pick, Burn,
.....
Pick, Cry,
.....
and Fly, Down,
.....

I be the only masta that will give
all the necessary skills to build
■ guitar, so you can play on an island,
you come far!

Chop,
.....
.....
Choke
.....
Pick chop burn!
.....
Cry fly choke!
.....
Burn cry slide!
.....
Chop pick fly!
.....
Choke fly pick!
.....
Pick burn cry!
.....
Cry fly chop!
.....
Pick burn 'n' cry!
.....
Fly chop choke!
.....
Pick burnin' cry fly, chop choke!
.....
I am masta and you?
.....



FEVER!

For each level, we've broken up the "Good" and "Cool" methods with different colored boxes. Also remember that the notes we've shown ■ only ■ variation of how to get "Cool." Use your musical prowess to find others...



Good
Cool

XG

Stage Four

Good
Cool



FEVER!

Look up in the sky, Gimme all ya got,
Never give it up, Soldier!

▲▲▲·○○○·XXX·□·
·▲▲·○○··XXX·□□·

Get up in the morn, run around the
track, show me what you got Soldier!

□□□·X·X·□□○·▲·
□·□□·XX·○·○○·▲▲·

Did I eat my drink?

▲·○○·○·X·□·□·
I thought milk was pink

□·○○·X·○·○·▲·
Auto pilot on, auto pilot off

▲▲▲·▲▲·
▲▲▲·▲▲·▲▲·▲▲·

Little bit of this, little bit of that

○X□·□X○·
○X·□□X·○·X○○·

Now do you like munchies?

·○○·▲X·○·□·
·○○·▲X·○·□·

I wonder where lunch is

·○○·□○·X·▲·
·○○·□○·X·▲·

12, 34, 56

·○○·▲○·X○·RR·
Always give it your best

·○○·▲○·X○·LL·
My knee's in pain

·○○·○○·X○·
·○○·○○·X○·

So is my brain

·○○·○○·
·○○·○○·

Look up in the sky, Gimme all ya got,

Never give it up, Soldier!

▲▲▲·○○○·XXX·□·
Get up in the morn, run around the

track, show me what you got Soldier!

□□□·X·X·○○○·▲·
□□□·X·X·○○○·▲·



I thought I just made some coffee
for me

▲R·LO··LX··RL·
▲R·LO··LX·L·

I want some apples and berries to eat

X·LO··RL·
X·LO··RL·

Now it's time to move on, it only gets
more harder to carry on

▲·▲·▲·○·
XX·▲·▲·○·

XX·▲·▲·○·
XX·▲·▲·○·

You think I'm old now, I got skills to
beat you and knock you out

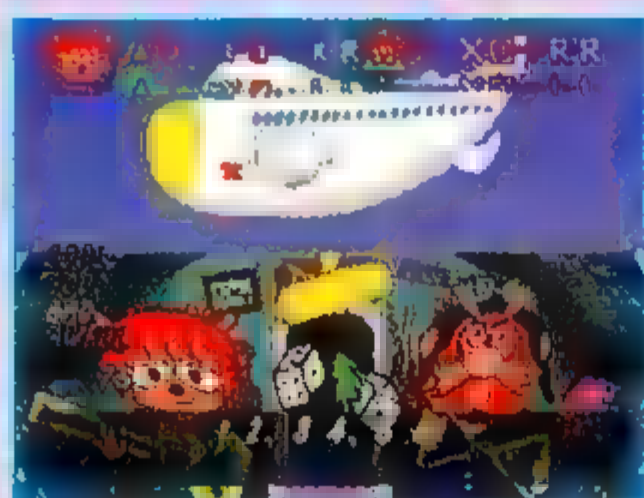
XX·X·X·□·□·RRR·
▲·○·▲·▲·○·

·XXX··□·□RRR·
My knee's in pain

·○○·○X·
So is my brain

·○○·○X·
Throttle up flaps down,

·○○·○X·
·○○·○X·



Power up, gears down,

·○○·○X·
·○○·○X·

I'm getting sleepy

·○○·○X·
I want my sheets

·○○·○X·
Auto pilot on, auto pilot off

·○○·○X·
·○○·○X·

Little bit of this, little bit of that

·○○·○X·
·○○·○X·

Now do you like munchies?

·○○·○X·
I wonder where lunch is

·○○·○X·
12, 34, 56

·○○·○X·
·○○·○X·

Always give it your best

·○○·○X·
·○○·○X·

In the old days I was a hero but look at
me, I'm learning how to fly

·○○·○X·
·○○·○X·

I'm still wondering, where we get to
rest, I'm hungry, I'm sleepy don't
wanna die.

·○○·○X·
·○○·○X·

The Trick to Being "Cool"

Well, you'll have to have completed the stage in
question first in the normal game. Once you've
done that, select the stage with the stage select,
and get ready to ad lib.

You'll basically want to follow the music, but you'll
need to embellish if you want the game to consider your
playing "cool." We'll give you examples on what the CPU
finds acceptable, but feel free to do your own thing—once
you get the hang of it, getting the computer to be appreciative
shouldn't be a problem.

Get up turn your chainsaw on

·▲·○○·○○·X·
·▲·○○·○○·X·

Power off, Power

·▲·○○·○○·X·
·▲·○○·○○·X·

Now let's start with this tree here

·▲·○○·○○·X·
·▲·○○·○○·X·

Lower gear, higher gear

·▲·○○·○○·X·
·▲·○○·○○·X·

Come on hurry, hurry, hurry hurry hurry

·▲·○○·○○·X·
·▲·○○·○○·X·

No need to worry, worry the tree gonna
grow back surely

·▲·○○·○○·X·
·▲·○○·○○·X·

All I wanna hear's you've come over
here. No foolin around with deers

·▲·○○·○○·X·
·▲·○○·○○·X·

Chop all of 'em down, every single one
down. We're gonna make a good guitar
with it all the timber around

·▲·○○·○○·X·
·▲·○○·○○·X·

Never use Joe Chin's chains for them

·▲·○○·○○·X·
·▲·○○·○○·X·

Rockin to the beat of the sun

·▲·○○·○○·X·
·▲·○○·○○·X·

Choppin trees down for the fun

·▲·○○·○○·X·
·▲·○○·○○·X·

We're gonna make a good guitar,

·▲·○○·○○·X·
·▲·○○·○○·X·

by givin it all you got

·▲·○○·○○·X·
·▲·○○·○○·X·

Come on girl,

·▲·○○·○○·X·
·▲·○○·○○·X·

hurry it up girl

·▲·○○·○○·X·
·▲·○○·○○·X·

OK turn it down, turn it up

·▲·○○·○○·X·
·▲·○○·○○·X·

Make sure batteries are charged up!

·▲·○○·○○·X·
·▲·○○·○○·X·

Give it all you got, every little muscle
that you got inside your little bo, body

·▲·○○·○○·X·
·▲·○○·○○·X·

I don't hear, that you got no
time or you're in a hurry to your gig gig,

·▲·○○·○○·X·
·▲·○○·○○·X·

gig

·▲·○○·○○·X·
·▲·○○·○○·X·

Rockin rollin all night long

·▲·○○·○○·X·
·▲·○○·○○·X·

Now that we come so far

·▲·○○·○○·X·
·▲·○○·○○·X·

Tell me just who you are

·▲·○○·○○·X·
·▲·○○·○○·X·

Are you my shining star?

·▲·○○·○○·X·
·▲·○○·○○·X·

Let me see your guitar.

·▲·○○·○○·X·
·▲·○○·○○·X·



Good
Cool

Stage Five

All I wanna hear is you've come over
here there's no foolin around with
deers

·▲·○○·○○·X·
·▲·○○·○○·X·

Chop all of 'em down, every single one
down. Then we're gonna make a good
guitar with it all the timber around

·▲·○○·○○·X·
·▲·○○·○○·X·

Never use Joe Chin's chains for them

·▲·○○·○○·X·
·▲·○○·○○·X·

jammin, hard slammin, loud banging

·▲·○○·○○·X·
·▲·○○·○○·X·

Rockin rollin all night long

·▲·○○·○○·X·
·▲·○○·○○·X·

Now that we come so far

·▲·○○·○○·X·
·▲·○○·○○·X·

Tell me just who you are

·▲·○○·○○·X·
·▲·○○·○○·X·

Are you my shining star?

·▲·○○·○○·X·
·▲·○○·○○·X·

Let me see your guitar.

·▲·○○·○○·X·
·▲·○○·○○·X·

FEVER!

·▲·○○·○○·X·
·▲·○○·○○·X·

Rockin rollin all night long

·▲·○○·○○·X·
·▲·○○·○○·X·

Now that we come so far

·▲·○○·○○·X·
·▲·○○·○○·X·

Tell me just who you are

·▲·○○·○○·X·
·▲·○○·○○·X·

Are you my shining star?

·▲·○○·○○·X·
·▲·○○·○○·X·

Let me see your guitar.

·▲·○○·○○·X·
·▲·○○·○○·X·

FEVER!

·▲·○○·○○·X·
·▲·○○·○○·X·

Rockin rollin all night long

·▲·○○·○○·X·
·▲·○○·○○·X·

Now that we come so far

·▲·○○·○○·X·
·▲·○○·○○·X·

Tell me just who you are

·▲·○○·○○·X·
·▲·○○·○○·X·

Are you my shining star?

·▲·○○·○○·X·
·▲·○○·○○·X·

Let me see your guitar.

·▲·○○·○○·X·
·▲·○○·○○·X·

FEVER!

·▲·○○·○○·X·
·▲·○○·○○·X·

Rockin rollin all night long

·▲·○○·○○·X·
·▲·○○·○○·X·

Stage Six

I know you're the wild and violent flame

△ . . . △ . . . ○ . . . △ . . . ○ . . .
 L . . . X . . . R . . . X . . . □ . . .
 △ . . . △ . . . △ . . . △ . . . △ . . . △ . . .
 . . . L L X . . . □ . . . R . . . X . . . □ . . .

I still, smell your smoke and I can't play straight with your game

△ . . . △ . . . ○ . . . △ . . . ○ . . .
 L . . . R . . . X . . . L . . . R . . . X . . . □ . . .
 △ . . . △ . . . △ . . . △ . . . △ . . . △ . . .
 L L . . . R L . . . R . . . X . . . □ . . . □ . . .

That doesn't mean, that I'm yours, I'm not alone, I'm not a fool, I have a lot to give

△ . . . △ . . . R . . . ○ . . . L . . .
 △ . . . R . . . ○ . . . X . . . □ . . . □ . . .

In any case, it's up to you, if you can show that you can give more than I got to give

△ . . . △ . . . R . . . ○ . . . L . . .
 △ . . . R . . . ○ . . . X . . . X . . . □ . . . □ . . .



FEVER!

It might be you, or maybe you, my mind is jumping back and forth and up and down

R . . . L . . . R . . . L . . . R . . .
 △ . . . ○ . . . X . . . □ . . . △ . . .
 R R . . . L L . . . L L . . . R L . . .
 △ . . . △ . . . X X . . . □ . . . △ . . .

Somebody come and rescue me before an angel comes to take me round and round

R . . . L . . . R . . . L . . . R . . .
 △ . . . □ . . . X . . . ○ . . . △ . . .
 R . . . R L . . . L . . . R . . . R L . . .
 X X . . . △ . . . △ . . . ○ . . . △ . . .

I only wanted you to, come over here, cuz I think of something for me and you to do

△ . . . △ . . . ○ . . . X . . . X . . .
 ○ . . . L X . . . X . . . R . . . R . . .

If I can have another, another dream, the devil would come back to pick me up with you

△ . . . △ . . . ○ . . . X . . . X . . .
 ○ . . . L X . . . X . . . R . . . R . . .

Wanna be a girl, that has a lot to give, never caught alone never shedding tears

△ . . . △ . . . △ . . . ○ . . . ○ . . .
 X . . . X . . . X . . . □ . . . □ . . .
 L L . . . △ . . . △ . . . ○ . . . ○ . . .
 X . . . X . . . X . . . □ . . . □ . . .

So I need a man, that really understands every little thing and knows my fears,

△ . . . △ . . . △ . . . ○ . . . ○ . . .
 X . . . X . . . X . . . □ . . . □ . . .
 L . . . L . . . △ . . . △ . . . ○ . . . ○ . . .
 X X . . . X X . . . □ . . . □ . . .

It might be you, or maybe you, my mind is jumping back and forth and up and down

△ . . . L . . . R . . . L . . . R . . .
 △ . . . ○ . . . X . . . □ . . . △ . . .

Somebody come and rescue me before an angel comes to take me round and round

△ . . . L . . . R . . . L . . . R . . .
 △ . . . □ . . . X . . . ○ . . . △ . . .

I only wanted you to, come over here, cuz I think of something for me and you to do

△ . . . △ . . . ○ . . . X . . . X . . .
 ○ . . . L X . . . X . . . R . . . R . . .
 △ . . . △ . . . △ . . . X . . . X . . .
 L . . . L L X . . . X . . . R . . . R . . .

If I can have another, another dream, the devil would come back to pick me up with you

△ . . . △ . . . ○ . . . X . . . X . . .
 ○ . . . L L . . . □ . . . R . . . R . . .
 △ . . . △ . . . △ . . . X X . . . X . . .
 L L . . . L L . . . □ . . . R . . . R . . .

Oh I do hope that the, that the time comes

△ . . . L . . . L . . . R . . . L . . . △ . . .

Time has come for me to, me to have fun

△ . . . L . . . R . . . L . . . R . . . L . . .

I'm talking bout a lot of fire

△ . . . △ . . . X . . . X . . .
 . . . △ . . . X . . . L . . .

I'm talking bout no getting tired

△ . . . △ . . . X . . . X . . .
 . . . R . . . □ . . . □ . . .

Forever and ever

△ . . . △ . . . X . . . X . . .

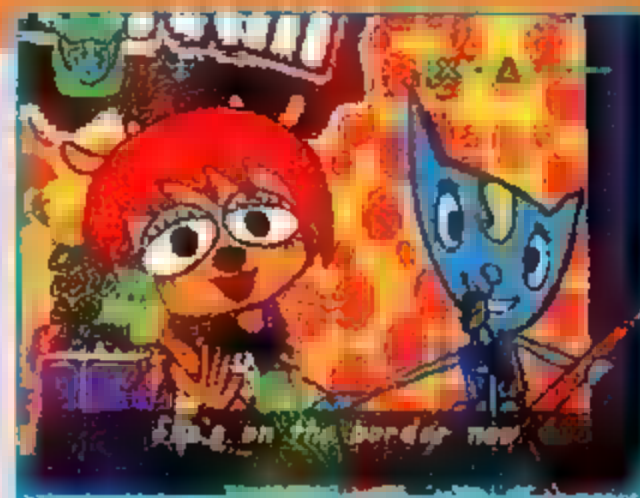
Together forever.

△ . . . △ . . . X . . . X . . .



Stage Seven

Good
Cool



I got to get on
No cuttin corners She's on the border now

I'm facing all the problems that'll get me

X . . . X . . . L . . . R . . . X . . . L . . .
 X . . . X . . . L . . . R . . . X . . . L . . .

Cuz I don't really wanna spend the time see

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

All of the hype all around,

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

Seems like, a waste of time
Let me tell you, let me give everybody a little something

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

In life you just can't get going around cutting corners

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

Always at my best,

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

Giving it my best

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

I don't need no rest,

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

It's my test now

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

And I'm in a beat,

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

That's very unique

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

And I know that I,

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

I'm running for me

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

Got to move

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

With the groove

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

I got to go one

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

I got to move on

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

No cuttin corners no cuttin corners
She's on the border now.

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

△ . . . △ . . . X . . . X . . . L . . . L . . .
 △ . . . △ . . . X . . . X . . . L . . . L . . .

FEVER!





Beginner's Guide To P.P. Mastery

by Zach Iniguez
Freelance Pinball Freak

Pokémon Pinball continues the trend of theme-oriented Pokémon games from Nintendo (last up: Pokémon Snap, next up: Pokémon Stadium), taking all 151 Pokémon and dropping them into an all-too-familiar pinball setup. HAL Laboratories, developers of *Revenge of the Gator* and *Kirby's Pinball Land* (two great Game Boy pinball games of yesteryear), had a hand in the development of P.P.'s multifaceted and thoroughly enjoyable tables, and it shows.

New to the grind this time are the sirrfully vibratory motions contrived by Nintendo's Rumble cartridge "technology." While Pokémon Pinball is not the first cartridge to include this physically unweidly innovation, it is unquestionably the best, spritzing nudges, hits and bumps as an authentic machine would.

database

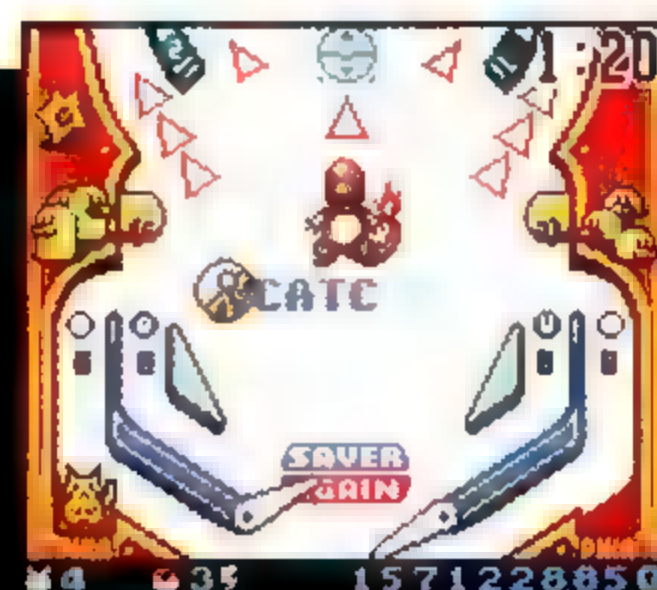
time to complete 30-50 hours
challenge easy
best feature all 151 Pokémon
best table Red
final boss stage Mewtwo
also try Kirby's Pinball Land
system Game Boy Color
publisher Nintendo
developer HAL/Nintendo

www.nintendo.com

POKÉMON™ PINBALL

Gotta Catch 'Em All

The main challenge in capturing Pokémon isn't the actual catch; it's initiating the Catch 'em Mode itself. Once initiated (and after you've hit the Voltorbs or Shelders six times to reveal the Pokémon), the best way to close the deal is to try to maneuver the ball so that it falls down directly atop the creature. With any luck, you'll pull off all four hits with minimal effort.



Down The Hatch

The majority of your points will come as a result of bonuses and special boards accessed through activating the bonus slot. Read *Table-Top Tips* for information on opening the hatch. Four or five of the 12 possible bonus icons will begin rotating on the screen. While it's rare that the rotation will stop on the exact icon you'd like, your chances are enhanced slightly by pressing the A button just as the desired bonus panel appears on the screen.

Turns on the Ball Saver for 30 seconds, allowing you to play without a score-free during that time period.	30sec BALL SAVER	EXTRA	Grants an extra ball. These are rare! Unfortunately, active Catch 'em and Evolution Modes must be active after the current hit is finished.
Turns on the Ball Saver for 60 seconds, allowing you to play for a full minute without having to worry about losing balls.	GREAT 60sec BALL SAVER	CATCH 'EM MODE START!	All bonus icons rotation that Catch arrows have been lit. If you get a Pokémon directly into Catch 'em Mode.
Turns on the Ball Saver for 90 seconds, allowing you a heck of a lot of time to play without any risk of losing a ball.	ULTRA 90sec BALL SAVER	EVOLUTION MODE START!	All Evolution arrows have been lit. It will appear in the slot and allow you to enter Evolution Mode.
Activates this small bonus that you a small reward of between 100 and 500 points. Big deal! Not really.	SMALL	GO TO BONUS	Sends you to the Bonus field stages. This one will only appear after you've caught at least three Pokémon.
The Big Bonus drops a heavy load of points from 100,000 to 500,000 points in your bag. Unbelievable!	BIG	BONUS MULTIPLIER	A field bonus that will increase your score by the number of times you hit the multiplier after you land on this bonus slot.
The Pikachu bonus keeps two Pikachu to the outer lanes to keep you ball from getting through them.	Pi Ka	UPGRADE	Similar to the field bonus, this bonus upgrades not just your ball, but your field multiplier as well. Not bad!





Red Table



Blue Table



Table-Top Tips

While Pokémon Pinball provides only two tables, you're liable to spend considerable time runnin' each board, catching and evolving Pokémon at every turn. Adding additional depth to each board are the 17 different map locations you must visit to uncover every creature. The red and blue tables break down like this:

1. Evolution Cave (Red), Slowpoke (Blue)

Accomplish three clockwise rotations with your Pokéball to eliminate the Ditto and secure access to the Evolution Cave. On the blue table, doing this will direct the arrow toward the Slowpoke.

2. Spinner

Two well-powered counter-clockwise revolutions through the spinner should adequately charge the lightning meter. To do this, first "cradle" the ball with your paddle, then let it slide downward, striking it as it nears the gap. Doing so should send the ball careening around the table. When charged, the lightning meter will flash, powering up Pikachu to charge the Pokéball and rebound it up into the playing field if it slips through the outer alley. The Pikachu can be toggled between the two outer alleys with the A and B buttons, and you can add a second Pikachu with one of the drop-hole bonuses.

3. Diglett ■ Dugtrio/Poliwag & Psyduck

Bop either member of these duos in the head three times in short succession to initiate ■ Map Move that can take you to a new location on the map.

4. Out/Return Lanes, C-A-V-E Indicators

As the Pokéball falls through any of the four lanes, it will light one of four letters that spell out "CAVE" (when spelled out, the drop-hole bonus will be activated). As with nearly all triggered effects, the indicators can jump lanes with the A and B buttons.

5. Bonus Cave

Nearly all bonus activity is conducted through this opening (drop-hole bonuses, map moves, the final act before evolving ■ Pokémon, etc.). Once opened, its magnetic force will send the Pokéball off-course, often sending it to ■ undesired destination. Try rebounding off the bumpers for optimal contact.

6. Voltorb/Shellder, Field Multipliers

Strike Voltorb or Shellder to reveal portions of the Pokémon silhouette when in Catch 'em mode (this'll sometimes activate exp. tokens in Evolution Mode as well). Above them are the Field Multiplier lanes.

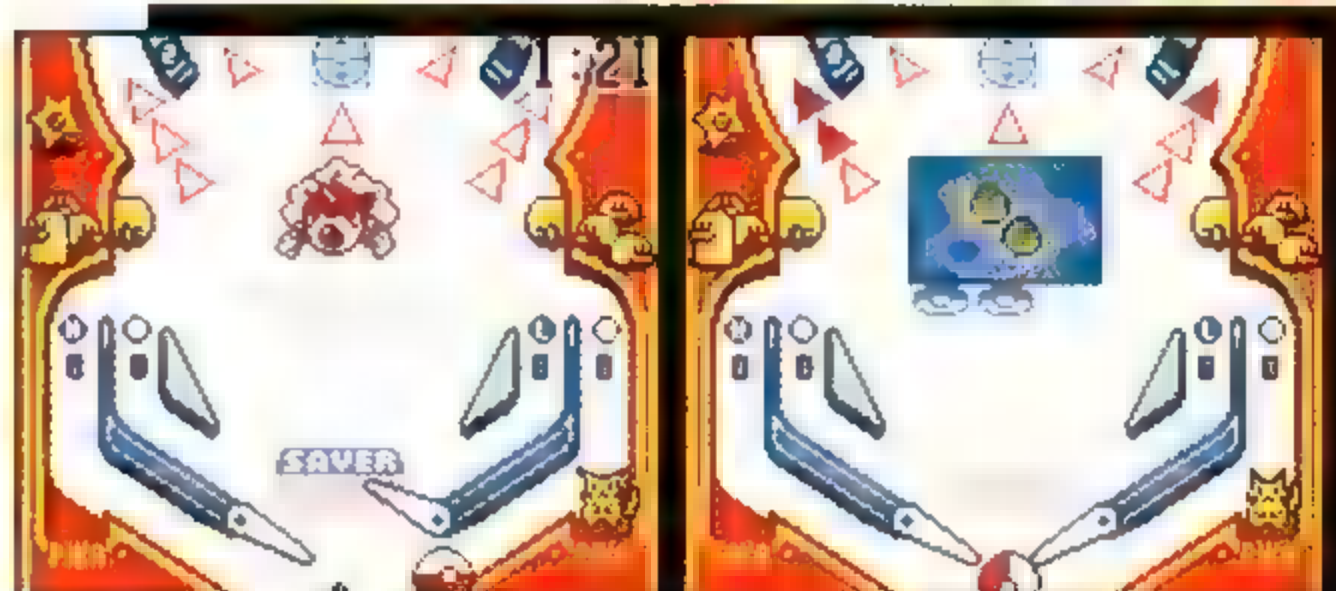
Aside from the regulation red-and-white Pokéballs are the Great, Ultra and Master variations. Each is acquired in succession by lighting all three indicators above the Voltorb/Shellder herd. (Yes, as expected, the lights may be toggled with the A and B buttons.) As each ball increases in power, so too does its multiplier. Field scores are inflated 2x, 3x and 4x for Great (blue), Ultra (yellow) and Master (purple) Pokéballs, respectively. Multipliers increase by one per set of lights beyond Master.

7. Staryu (Red Table Only)

Regulates the field multiplier lanes; the lanes are unlocked by striking the switch right below Staryu on the table.

8. Bellsprout/Cloyster

The only way to initiate the Catch 'em sequence to catch Pokémon is to shoot the Pokéball into either the Bellsprout (Red table) or Cloyster (Blue table). First, however, you've got to hit the ball for three counter-clockwise rotations and ignite all three Catch arrows. Look elsewhere in this guide for tips on catching and evolving Pokémon.



Sometimes it's simply impossible to keep the Pokéball from slipping down one of the outer lanes. Don't count yourself out just yet; when the ball hits the positions shown, hit UP on the d-pad to nudge the table and flip the ball up and back into play.

The Bonus Stages

Pokémon Pinball's bonus stages come in five different flavors (two for each table, and then Mewtwo's stage). Not only do they make for a fun (and challenging) diversion, but if played well, they can offer TONS of points to skilled players.

Diglett Stage (Red Table)

This stage pits your Pokéball against a field of Digletts. Unlike the other bonus stages, you'll only get one chance here, so be careful. Clear the board of the initial patch of Digletts, and a Dugtrio will appear at the top of the screen; strike it three times to complete the area. Be careful at the outset, as it's rather easy to lose your ball due to the close proximity of the bottom row or two of Digletts.



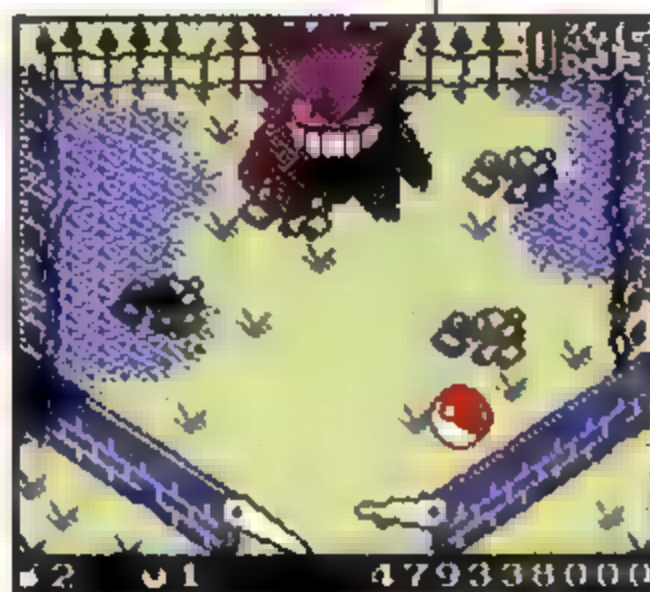
Meowth Stage (Blue Table)

In what is probably the most aggravating of all the bonus stages in Pokémon Pinball, Meowth challenges you to extract gold coins by beating the feline with your Pokéball (once the coins appear, you must hit them to retrieve them). For optimal contact, try landing the ball atop Meowth's body while he's neighboring a corner. You've only got a minute to finish this stage, so don't waste any time!



Gengar Stage (Red Table)

Concealed between a set of impervious gravestones are three Ghostlies. Whack these boys a few times (you have to hit all three of them before one of 'em reappears) and a flurry of Haunters will appear. Once all of the Haunters have been exorcised, finish the job by taking out the enormous Gengar by way of several well-placed shots. Your time limit for this stage is a minute and a half.



Seel Stage (Blue Table)

The Seel bonus stage is pretty straightforward. Three Seels are swimming around underwater—whenever one of them pops its head up, you'll have to nail it with a Pokéball. Simple, ain't it? Twenty hits will do the trick, but you'll have to accomplish the feat in under a minute and a half, which isn't as easy as it might seem.



#151 = Finding Mew

The 151st Pokémon, Mew, is hidden deep within Pokémon Pinball. Here's how you find him:

1. Get yourself to Indigo Plateau—this alone will refill a sizeable chunk of time.
2. Clear both bonus stages on whichever table you're on—including Mewtwo's—two times apiece.

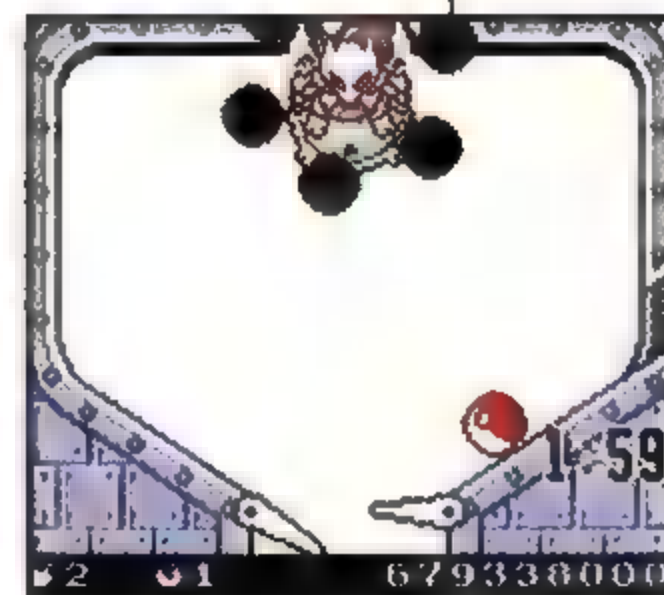
3. Initiate Debug Test Mode.

Small secret, wouldn't you say? Here's the shot to the coin: There's a one in 16 chance that Mew will suddenly show once you initiate the Debug Test Mode. Why must Nintendo make us with such odds? Anyway, with lots of work and a little bit of luck, you'll eventually catch the elusive monster—and for all. Good luck!

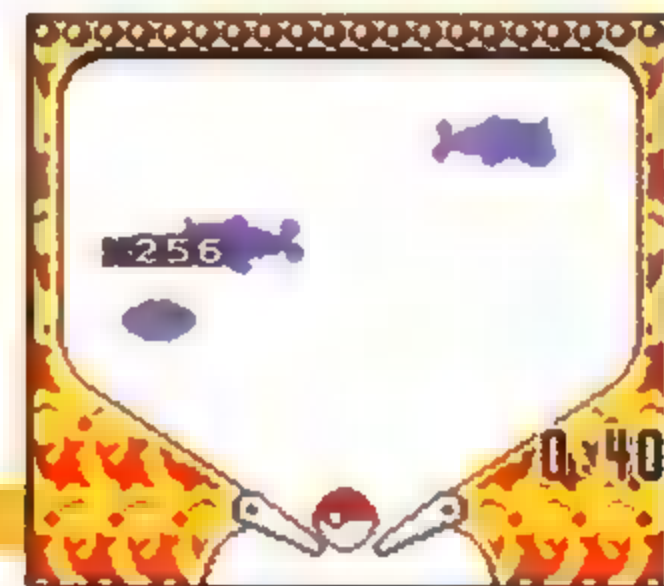


Mewtwo Stage (Red or Blue Table)

The final bonus stage, only accessible after completing the two others on either table, is Mewtwo's. Hitting him can be especially difficult, as the six orbs encircling him protect him from nearly every hit. You'll have to work to remove the spheres before you can directly hit him, and then it'll take 20 hits (at a whopping 50,000,000 points per hit) to dispose of him. Expect some majorly high scores after this one!

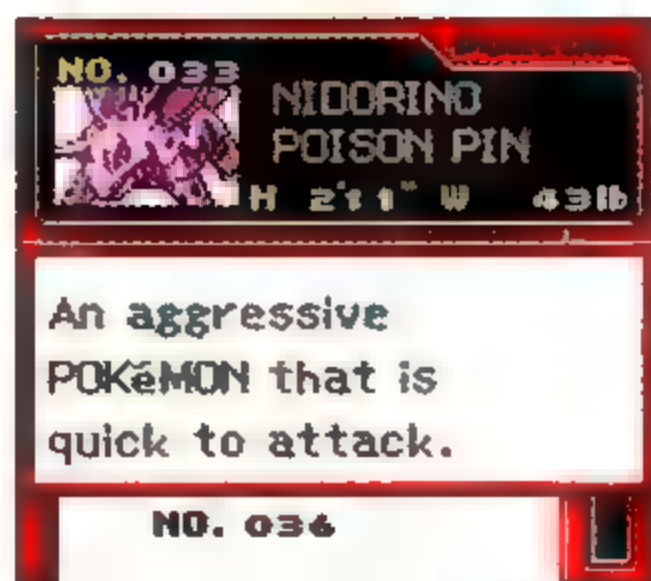


Tip: In any bonus round that allows you to repeatedly hit or collect an object (such as the Meowth and Seel stages), consecutive hits will net you big-time bonuses (which increase with each successive hit).



Filling Your Pokédex

Analogous to Pokémon Red and Blue are the 17 locales Ash and company visit throughout the island in their quest for Pokémon supremacy. Though restricted to a static, spiritless icon, each location is faithfully represented, in that certain Pokémon species are contained within their particular area. Use the chart on the following pages as a guide to encountering (and hopefully capturing) all 151 Pokémon. Be prepared to traverse each town several times and play through both tables for numerous hours. **Remember:** Multiple locations are home to multiple Pokémon, and some, if not most Pokémon, are found in several locations. Also keep in mind: hit each Diglett (Red table) or Polywag and Psyduck (Blue table) three times to open the Map Move to switch to new a map.



Where to Catch 'em All!

Each and every Pokémon is hidden away in Pokémon Pinball, but catching them all certainly isn't easy. Use this chart on the next two pages as a reference/checklist so you can find them all. Remember, Map Moves are essential to get to the more rare ones!

<input type="checkbox"/> #001 Bulbasaur	PT VC
<input type="checkbox"/> #002 Ivysaur	Evolved from Bulbasaur Evolved from Bulbasaur
<input type="checkbox"/> #003 Venusaur	Evolved from Ivysaur Evolved from Ivysaur
<input type="checkbox"/> #004 Charmander	PT
<input type="checkbox"/> #005 Charmeleon	Evolved from Charmander
<input type="checkbox"/> #006 Charizard	Evolved from Charmeleon
<input type="checkbox"/> #007 Squirtle	VC
<input type="checkbox"/> #008 Wartortle	Evolved from Squirtle
<input type="checkbox"/> #009 Blastoise	Evolved from Wartortle
<input type="checkbox"/> #010 Caterpie	VF, CC VF, CC
<input type="checkbox"/> #011 Metapod	Evolved from Caterpie Evolved from Caterpie
<input type="checkbox"/> #012 Butterfree	Evolved from Metapod Evolved from Metapod
<input type="checkbox"/> #013 Weedle	VF, CC VF, CC
<input type="checkbox"/> #014 Kakuna	Evolved from Weedle Evolved from Weedle
<input type="checkbox"/> #015 Beedrill	Evolved from Kakuna Evolved from Kakuna
<input type="checkbox"/> #016 Pidgey	PT, VF, PC, CC, VE, LT VF, CC, VE, CE, SC
<input type="checkbox"/> #017 Pidgeotto	Evolved from Pidgey Evolved from Pidgey
<input type="checkbox"/> #018 Pidgeot	Evolved from Pidgeotto Evolved from Pidgeotto
<input type="checkbox"/> #019 Rattata	PT, VF, RT, CR VF, MM, RM
<input type="checkbox"/> #020 Raticate	Evolved from Rattata Evolved from Rattata
<input type="checkbox"/> #021 Spearow	PC, VE, RM, CR, IP VC, MM, VE, RM, IP
<input type="checkbox"/> #022 Fearow	Evolved from Spearow Evolved from Spearow
<input type="checkbox"/> #023 Ekans	PC, VE, RM, LT, IP MM, SC
<input type="checkbox"/> #024 Arbok	Evolved from Ekans Evolved from Ekans
<input type="checkbox"/> #025 Pikachu	VF VF
<input type="checkbox"/> #026 Raichu	Evolved from Pikachu Evolved from Pikachu
<input type="checkbox"/> #027 Sandshrew	MM, VE, RM, SC, IP

Table:	Blue Table:
Area 1: Pallet Town (PT) Viridian Forest (VF) Pewter City (PC) Cerulean City (CC) Verm. City Seaside (VE) Rock Mountain (RM) Lavender Town (LT)	Area 1: Viridian City (VC) Viridian Forest (VF) Mt. Moon (MM) Cerulean City (CC) Verm. City Streets (VE) Rock Mountain (RM) Celadon City (CE)
Area 2: Cycling Road (CR) Safari Zone (SZ) Seafoam Islands (SI) Cinnabar Island (CI)	Area 2: Fuchsia City (FC) Safari Zone (SZ) Saffron City (SC) Cinnabar Island (CI)
Area 3: Indigo Plateau (IP)	Area 3: Indigo Plateau (IP)
<input type="checkbox"/> #028 Sandslash	Evolved from Sandshrew
<input type="checkbox"/> #029 Nidoran (F)	VC, SZ
<input type="checkbox"/> #030 Nidorina	Evolved from Nidoran (F)
<input type="checkbox"/> #031 Nidoqueen	Evolved from Nidorina
<input type="checkbox"/> #032 Nidoran (M)	PT, CC, SZ VC, CC
<input type="checkbox"/> #033 Nidorino	Evolved from Nidoran (M) Evolved from Nidoran (M)
<input type="checkbox"/> #034 Nidoking	Evolved from Nidorino Evolved from Nidorino
<input type="checkbox"/> #035 Clefairy	MM, CE
<input type="checkbox"/> #036 Clefable	Evolved from Clefairy
<input type="checkbox"/> #037 Vulpix	CE, SC, CI
<input type="checkbox"/> #038 Ninetales	Evolved from Vulpix
<input type="checkbox"/> #039 Jigglypuff	PC
<input type="checkbox"/> #040 Wigglytuff	Evolved from Jigglypuff
<input type="checkbox"/> #041 Zubat	RM, SI, IP MM, RM, IP
<input type="checkbox"/> #042 Golbat	Evolved from Zubat Evolved from Zubat
<input type="checkbox"/> #043 Oddish	CC, VC CE, SC
<input type="checkbox"/> #044 Gloom	Evolved from Oddish Evolved from Oddish
<input type="checkbox"/> #045 Vileplume	Evolved from Gloom Evolved from Gloom
<input type="checkbox"/> #046 Paras	SZ MM, SZ
<input type="checkbox"/> #047 Parasect	Evolved from Paras Evolved from Paras
<input type="checkbox"/> #048 Venonat	FC

<input type="checkbox"/> #049 Venomoth	Evolved from Venonat
<input type="checkbox"/> #050 Diglett	RM RM
<input type="checkbox"/> #051 Dugtrio	Evolved from Diglett Evolved from Diglett
<input type="checkbox"/> #052 Meowth	CC, VE, CE, SC
<input type="checkbox"/> #053 Persian	Evolved from Meowth Evolved from Meowth
<input type="checkbox"/> #054 Psyduck	CC, SI MM, CC
<input type="checkbox"/> #055 Golduck	Evolved from Psyduck Evolved from Psyduck
<input type="checkbox"/> #056 Mankey	CC, VE, LT CC, SC
<input type="checkbox"/> #057 Primeape	Evolved from Mankey Evolved from Mankey
<input type="checkbox"/> #058 Growlithe	LT, CI CE, SC
<input type="checkbox"/> #059 Arcanine	Evolved from Growlithe Evolved from Growlithe
<input type="checkbox"/> #060 Poliwag	PT VC
<input type="checkbox"/> #061 Poliwhirl	Evolved from Poliwag Evolved from Poliwag
<input type="checkbox"/> #062 Poliwrath	Evolved from Poliwhirl Evolved from Poliwhirl
<input type="checkbox"/> #063 Abra	CC CC, CE
<input type="checkbox"/> #064 Kadabra	Evolved from Abra Evolved from Abra
<input type="checkbox"/> #065 Alakazam	Evolved from Kadabra Evolved from Kadabra
<input type="checkbox"/> #066 Machop	RM, IP RM, IP
<input type="checkbox"/> #067 Machoke	Evolved from Machop Evolved from Machop
<input type="checkbox"/> #068 Machop	Evolved from Machoke Evolved from Machoke
<input type="checkbox"/> #069 Bellsprout	CC, VE, CE, SC
<input type="checkbox"/> #070 Weepinbell	Evolved from Bellsprout
<input type="checkbox"/> #071 Victreebel	Evolved from Weepinbell
<input type="checkbox"/> #072 Tentacool	PT, CR, SI VC
<input type="checkbox"/> #073 Tentacruel	Evolved from Tentacool Evolved from Tentacool
<input type="checkbox"/> #074 Geodude	RM, IP MM, RM, IP
<input type="checkbox"/> #075 Graveler	Evolved from Geodude Evolved from Geodude

Where to Catch 'em All! - Continued

<input type="checkbox"/> #076 Golem	<ul style="list-style-type: none"> Evolved from Graveler Evolved from Graveler
<input type="checkbox"/> #077 Ponyta	<ul style="list-style-type: none"> CI CI
<input type="checkbox"/> #078 Rapidash	<ul style="list-style-type: none"> Evolved from Ponyta Evolved from Ponyta
<input type="checkbox"/> #079 Slowpoke	<ul style="list-style-type: none"> RM, SI RM
<input type="checkbox"/> #080 Slowbro	<ul style="list-style-type: none"> Evolved from Slowpoke Evolved from Slowpoke
<input type="checkbox"/> #081 Magnemite	<ul style="list-style-type: none"> LT
<input type="checkbox"/> #082 Magnetron	<ul style="list-style-type: none"> Evolved from Magnemite
<input type="checkbox"/> #083 Farfetch'd	<ul style="list-style-type: none"> VE VE
<input type="checkbox"/> #084 Doduo	<ul style="list-style-type: none"> CR, SZ SZ
<input type="checkbox"/> #085 Dodrio	<ul style="list-style-type: none"> Evolved from Doduo Evolved from Doduo
<input type="checkbox"/> #086 Seel	<ul style="list-style-type: none"> SI
<input type="checkbox"/> #087 Dewgong	<ul style="list-style-type: none"> Evolved from Seel
<input type="checkbox"/> #088 Grimer	<ul style="list-style-type: none"> CI CI
<input type="checkbox"/> #089 Muk	<ul style="list-style-type: none"> Evolved from Grimer Evolved from Grimer
<input type="checkbox"/> #090 Shellder	<ul style="list-style-type: none"> VE, SI VE
<input type="checkbox"/> #091 Cloyster	<ul style="list-style-type: none"> Evolved from Shellder Evolved from Shellder
<input type="checkbox"/> #092 Gastly	<ul style="list-style-type: none"> LT
<input type="checkbox"/> #093 Haunter	<ul style="list-style-type: none"> Evolved from Gastly
<input type="checkbox"/> #094 Gengar	<ul style="list-style-type: none"> Evolved from Haunter
<input type="checkbox"/> #095 Onix	<ul style="list-style-type: none"> RM, IP RM, IP
<input type="checkbox"/> #096 Drowzee	<ul style="list-style-type: none"> VE VE
<input type="checkbox"/> #097 Hypno	<ul style="list-style-type: none"> Evolved from Drowzee Evolved from Drowzee
<input type="checkbox"/> #098 Krabby	<ul style="list-style-type: none"> CC, VE, CR, SI MM, CC, VE, IP
<input type="checkbox"/> #099 Kingler	<ul style="list-style-type: none"> Evolved from Krabby Evolved from Krabby
<input type="checkbox"/> #100 Voltorb	<ul style="list-style-type: none"> RM RM
<input type="checkbox"/> #101 Electrode	<ul style="list-style-type: none"> Evolved from Voltorb Evolved from Voltorb
<input type="checkbox"/> #102 Exeggcute	<ul style="list-style-type: none"> FC

Red Table:

Area 1:	
Pallet Town	(PT)
Viridian Forest	(VF)
Pewter City	(PC)
Cerulean City	(CC)
Verm. City Seaside	(VE)
Rock Mountain	(RM)
Lavender Town	(LT)
Area 2:	
Cycling Road	(CR)
Safari Zone	(SZ)
Seafoam Islands	(SI)
Cinnabar Island	(CI)
Area 3:	
Indigo Plateau	(IP)

Blue Table:

Area 1:	
Viridian City	(VC)
Viridian Forest	(VF)
Mt. Moon	(MM)
Cerulean City	(CC)
Verm. City Streets	(VE)
Rock Mountain	(RM)
Celadon City	(CE)
Area 2:	
Fuchsia City	(FC)
Safari Zone	(SZ)
Saffron City	(SC)
Cinnabar Island	(CI)
Area 3:	
Indigo Plateau	(IP)

<input type="checkbox"/> #103 Exeggutor	<ul style="list-style-type: none"> Evolved from Exeggcute
<input type="checkbox"/> #104 Cubone	<ul style="list-style-type: none"> LT
<input type="checkbox"/> #105 Marowak	<ul style="list-style-type: none"> Evolved from Cubone
<input type="checkbox"/> #106 Hitmonlee	<ul style="list-style-type: none"> SC
<input type="checkbox"/> #107 Hitmonchan	<ul style="list-style-type: none"> SC
<input type="checkbox"/> #108 Lickitung	<ul style="list-style-type: none"> CR
<input type="checkbox"/> #109 Koffing	<ul style="list-style-type: none"> CI CI
<input type="checkbox"/> #110 Weezing	<ul style="list-style-type: none"> Evolved from Koffing Evolved from Koffing
<input type="checkbox"/> #111 Rhyhorn	<ul style="list-style-type: none"> SZ SZ
<input type="checkbox"/> #112 Rhydon	<ul style="list-style-type: none"> Evolved from Rhyhorn Evolved from Rhyhorn
<input type="checkbox"/> #113 Chansey	<ul style="list-style-type: none"> SZ SZ
<input type="checkbox"/> #114 Tangela	<ul style="list-style-type: none"> CI CI
<input type="checkbox"/> #115 Kangaskhan	<ul style="list-style-type: none"> FC
<input type="checkbox"/> #116 Horsea	<ul style="list-style-type: none"> SI
<input type="checkbox"/> #117 Seadra	<ul style="list-style-type: none"> Evolved from Horsea
<input type="checkbox"/> #118 Goldeen	<ul style="list-style-type: none"> CC, CR, SI VC, MM, CC, FC
<input type="checkbox"/> #119 Seaking	<ul style="list-style-type: none"> Evolved from Goldeen Evolved from Goldeen
<input type="checkbox"/> #120 Staryu	<ul style="list-style-type: none"> SI
<input type="checkbox"/> #121 Starmie	<ul style="list-style-type: none"> Evolved from Staryu
<input type="checkbox"/> #122 Mr. Mime	<ul style="list-style-type: none"> RM RM
<input type="checkbox"/> #123 Scyther	<ul style="list-style-type: none"> SZ CE

<input type="checkbox"/> #124 Jynx	<ul style="list-style-type: none"> CC CC
<input type="checkbox"/> #125 Electabuzz	<ul style="list-style-type: none"> LT
<input type="checkbox"/> #126 Magmar	<ul style="list-style-type: none"> CI
<input type="checkbox"/> #127 Pinsir	<ul style="list-style-type: none"> CE
<input type="checkbox"/> #128 Tauros	<ul style="list-style-type: none"> SZ SZ
<input type="checkbox"/> #129 Magikarp	<ul style="list-style-type: none"> PC, CR FC
<input type="checkbox"/> #130 Gyarados	<ul style="list-style-type: none"> Evolved from Magikarp Evolved from Magikarp
<input type="checkbox"/> #131 Lapras	<ul style="list-style-type: none"> SC
<input type="checkbox"/> #132 Ditto	<ul style="list-style-type: none"> IP IP
<input type="checkbox"/> #133 Eevee	<ul style="list-style-type: none"> CE
<input type="checkbox"/> #134 Vaporeon	<ul style="list-style-type: none"> Evolved from Eevee
<input type="checkbox"/> #135 Jolteon	<ul style="list-style-type: none"> Evolved from Eevee
<input type="checkbox"/> #136 Flareon	<ul style="list-style-type: none"> Evolved from Eevee
<input type="checkbox"/> #137 Porygon	<ul style="list-style-type: none"> CE
<input type="checkbox"/> #138 Omanyte	<ul style="list-style-type: none"> CI
<input type="checkbox"/> #139 Omastar	<ul style="list-style-type: none"> Evolved from Omanyte
<input type="checkbox"/> #140 Kabuto	<ul style="list-style-type: none"> CI
<input type="checkbox"/> #141 Kabutops	<ul style="list-style-type: none"> Evolved from Kabuto
<input type="checkbox"/> #142 Aerodactyl	<ul style="list-style-type: none"> CI
<input type="checkbox"/> #143 Snorlax	<ul style="list-style-type: none"> CR
<input type="checkbox"/> #144 Articuno	<ul style="list-style-type: none"> SI
<input type="checkbox"/> #145 Zapdos	<ul style="list-style-type: none"> LT
<input type="checkbox"/> #146 Moltres	<ul style="list-style-type: none"> IP IP
<input type="checkbox"/> #147 Dratini	<ul style="list-style-type: none"> SZ CE, SZ
<input type="checkbox"/> #148 Dragonair	<ul style="list-style-type: none"> Evolved from Dratini Evolved from Dratini
<input type="checkbox"/> #149 Dragonite	<ul style="list-style-type: none"> Evolved from Dragonair Evolved from Dragonair
<input type="checkbox"/> #150 Mewtwo	<ul style="list-style-type: none"> IP IP

What about #151? If you missed it, check out the sidebar on page 112 to find out how to get your grubby little Pokémon hunting hands on the most elusive Pokémon of them all, #151—Mew!

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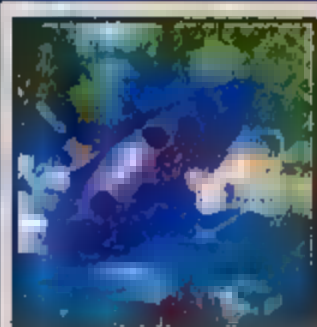
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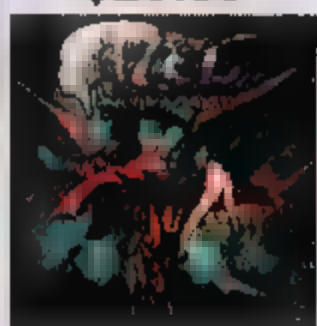
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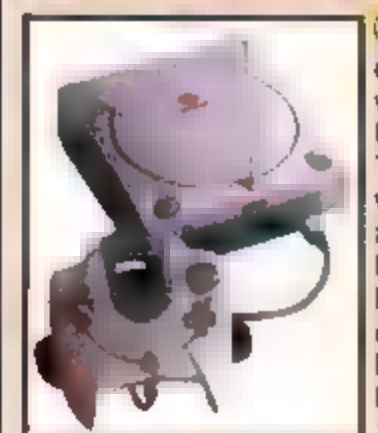
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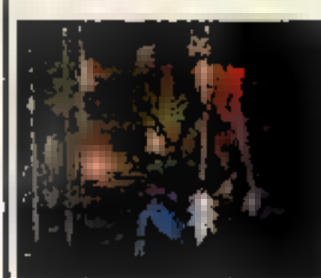
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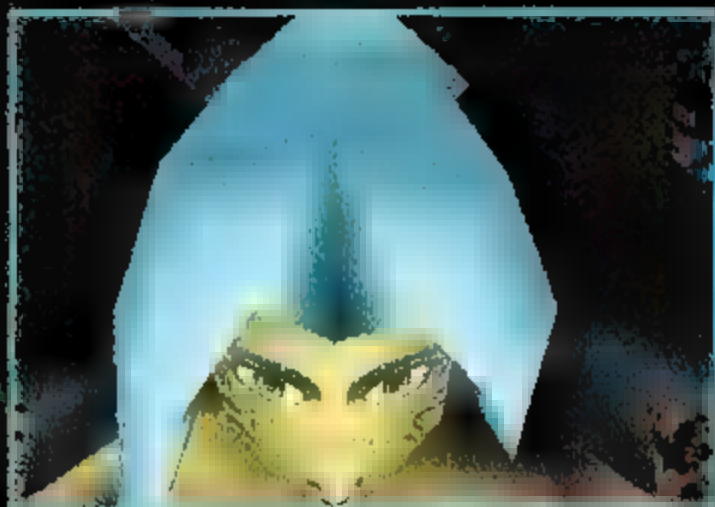
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GAME OVER

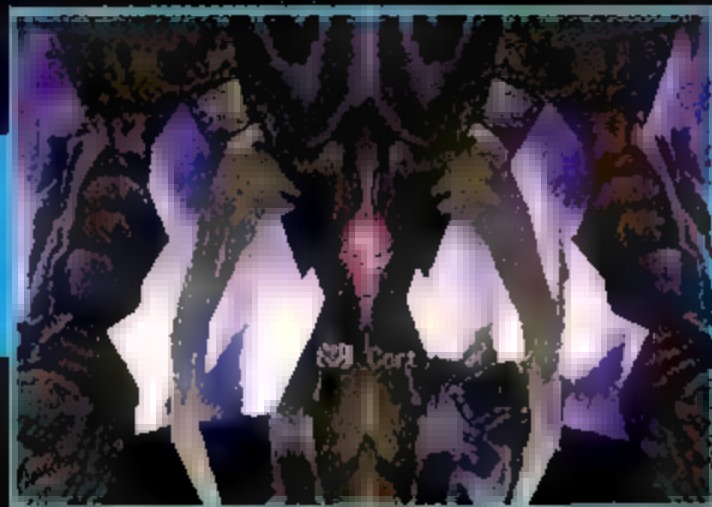
Time to complete: 16 1/2 hours
Last boss difficulty: one tough cookie
XG rates the ending: 1 out of 10

Legend of LEGAIA

What Remains in the Depths of Juggernaut?



After finding her brother "fused" inside Juggernaut, she then learns that he's "fused" with the Juggernaut, and is no longer human.



A dark, brutal battle with "Cain" which seems to last almost forever (judging by XG issue 58 for our last memory).



As he is destroyed, the Seru begin to laugh. "Fearful, we humans and Seru were stronger than even the ancient Tieg himself."



"It is time for humans to create their own future. This is the last of our Seru powers..."



Thus did the brave deeds of our three heroes defeat Juggernaut, who had engulfed Rim.



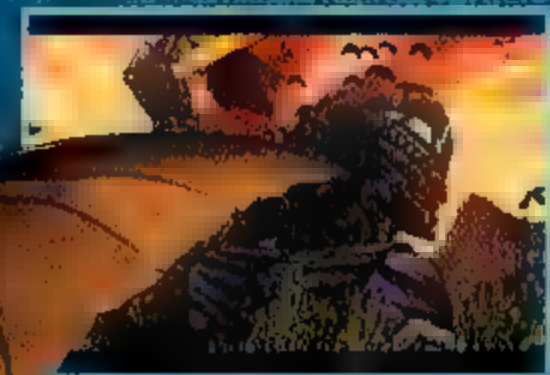
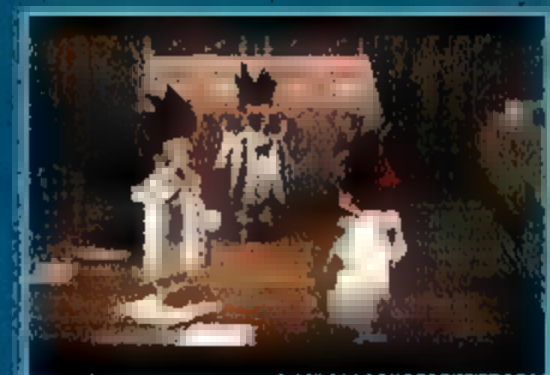
...and brought to humankind a world of true peace, of mist.

Final Stats Screen!

Isn't it great? As a result, you'll be presented with a fairly comprehensive summation of your progress. How many enemies did Vahn kill? Did you acquire all the Hyper Arts? How about the Magic Seru? Just take a look and it shows. It really shows more RPGs started doing stuff like this...

No. of Battles	660	No. of Escapes	123
Maximum Hits	14	Maximum Damage	5682
	18		3953
	15		4624
Monsters Defeated	951	Hyper Arts	15/15
	379		15/15
	270		15/15
Treasure	289/250		80.38%

As the Credits Scroll...



THE END

GUESS THE GAME ENDING AND WIN!

We'll be the first to admit that last month's challenge was pretty lame (really, who's ever played Jurassic Park?). Guess the game at the right and win one of three Expert Gamer T-shirts! Make sure we have your entry no later than Sep. 20, 1999! Send entries to Game Over #63 c/o Expert Gamer, P.O. Box 3338, Oak Brook, IL 60522-3338.

Sweepstakes Rules: 1. **No Purchase Necessary:** To enter, identify the game from the screen shot provided and mail your answer on a standard-sized postcard containing your name, address and phone number to "Game Over Sweepstakes, issue #62" P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced copies will not be accepted. Entries must be received by Sept. 20, 1999. All entries become exclusive property of Ziff Davis and will not be acknowledged or returned. Ziff Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage due or misdirected entries.
2. **Prizes:** 3 Grand Prizes: Grand Prize winners will receive one (1) Expert Gamer T-shirt (approx. retail value \$20). Winners will be determined by a random drawing from all valid entries containing the correct answers by Ziff Davis whose decisions are final. Drawing to be held on or about September 1, 1999. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis should the featured prize become unavailable.
3. **Odds of Winning:** The number of winners and the odds of winning will be determined by number of valid entries received.
4. **Eligibility:** Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. Neither ZD Inc. nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., its representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that ZD Inc. has neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to its quality, condition or fitness.
5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope to "Game Over Sweepstakes, issue #62 Winners List" P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by Oct. 15, 1999. Allow four weeks for delivery of winners list.
6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.

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Atlus (Roleplaying)

Release: 8/99

PSX

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'FINAL FANTASY VIII' elevates entertainment to a new level with a balance of story, graphics, system and sound. Features fully computer-generated movies & backgrounds, and real-time 3D battles. Characters gain combat experience points even if they turn and flee from battle.

Squaresoft

(Roleplaying)

Release: 8/99

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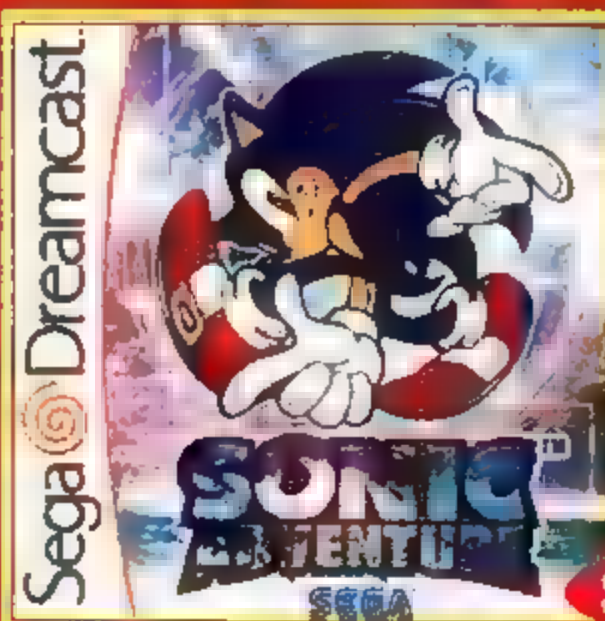
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Sega (Adventure)

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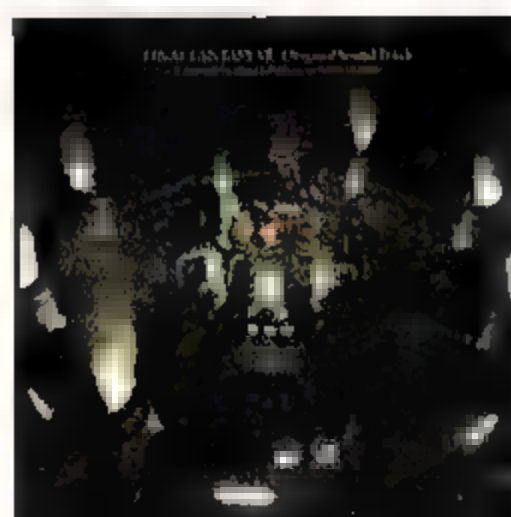
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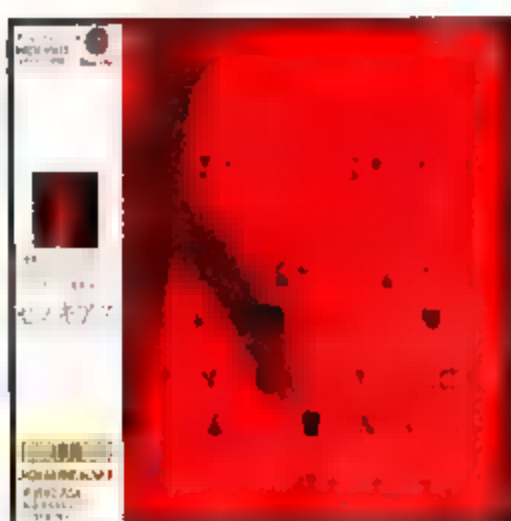
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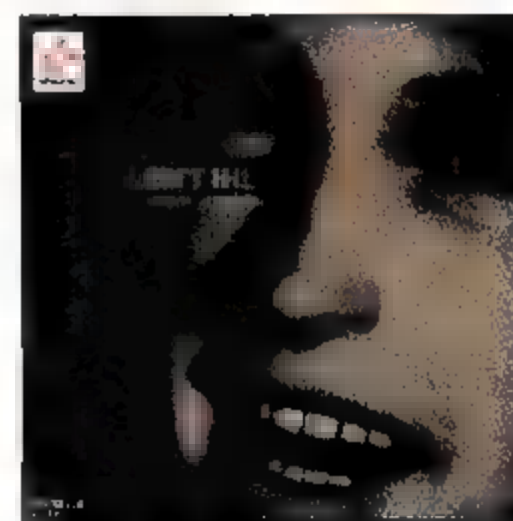


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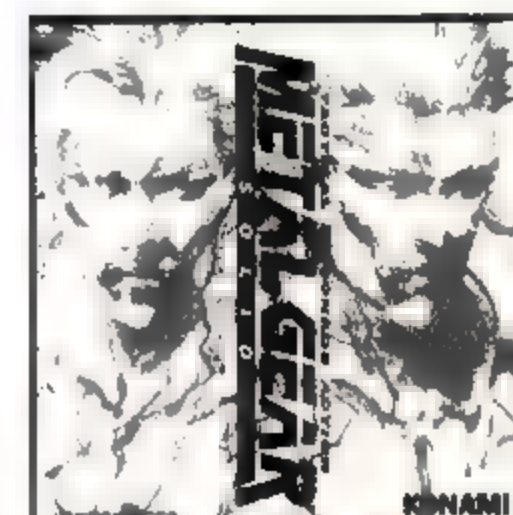


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EXPERT GAMER

Feature Story

October 1999

On sale Sept. 21

Three words...Final Fantasy VIII. October's *Expert Gamer* will feature an ENTIRE, complete, detailed walk-through for this huge RPG. We'll show you all you need to know without revealing any plot spoilers. We'll also kick off our Dreamcast coverage with

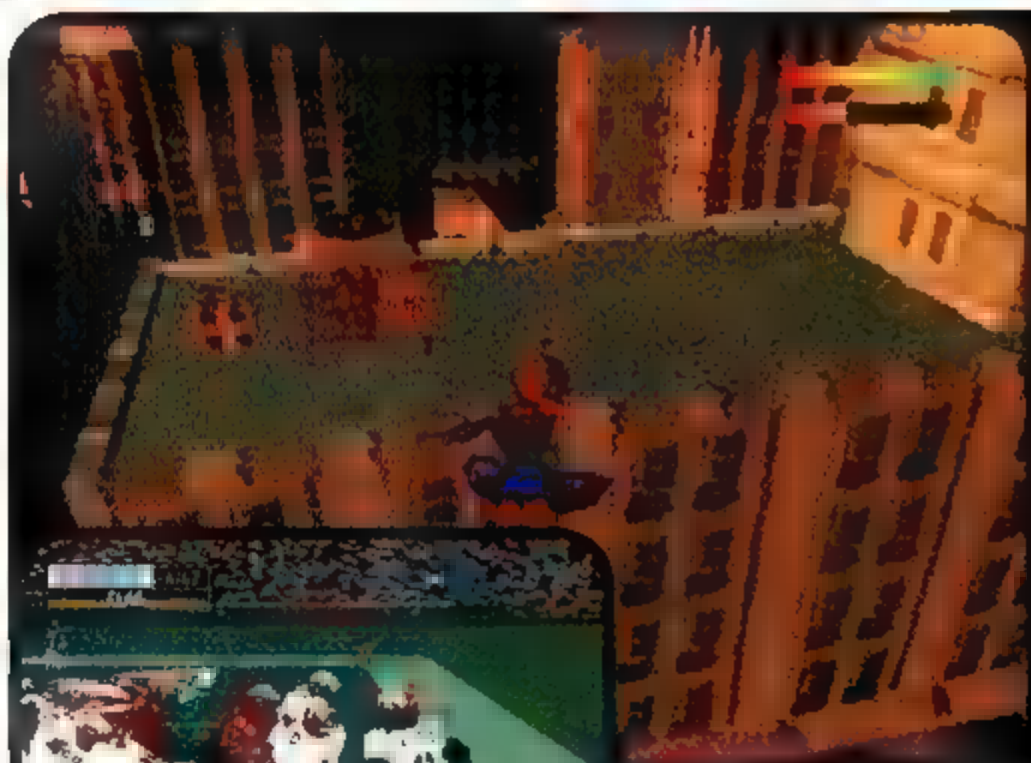
a blowout guide to Namco's beautiful *Soul Calibur*. We'll have the moves, the secrets and all the strategy you'll ever need to succeed. Top that off with a full strategy for Activision's *Blue Stinger*, and we're talking about one jam-packed issue. Don't miss it!



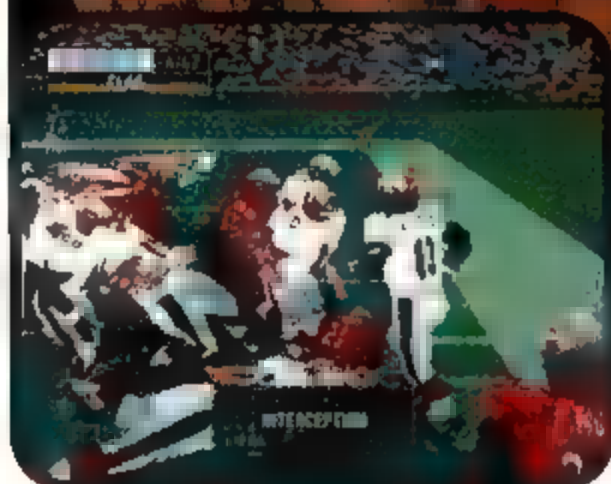
Our super-detailed *Soul Calibur* guide will make you a master!



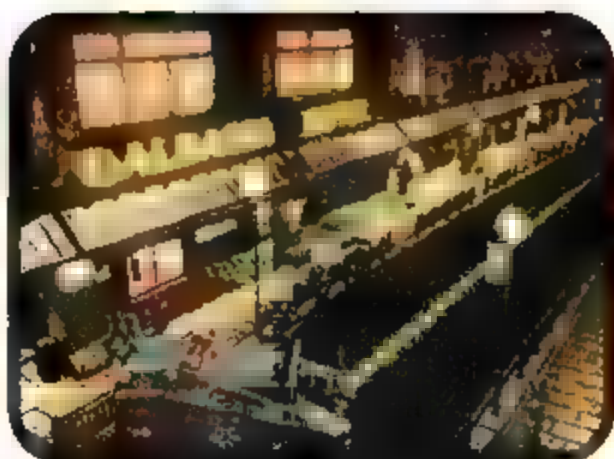
Just keep repeating: FFVIII...FFVIII...FFVIII... It's coming, and XG's gonna give it to you. Yeehi!



Feature Story



Spider-Man gets caught in EGM's web next month. Plus, reviews of Madden NFL 2000.



Get the scoop on Final Fantasy VIII and other Square games.

ELECTRONIC GAMING MONTHLY

On sale Sept. 7

October 1999

How good are the Dreamcast launch games? Next month's *EGM* will give you the answers you're looking for. Plus, we'll cast a spider web of all things Spider-Man. *EGM* gives you full previews of the PlayStation and N64 games, plus info on the new TV series, the comic book, and an

interview with the folks at Marvel Comics. Also, look for the very latest news on Square's next batch of games, and the usual hot assortment of tricks (especially for DC launch games). If you're into sports, look for our N64 preview of Madden 2000.

Official U.S. PlayStation Magazine

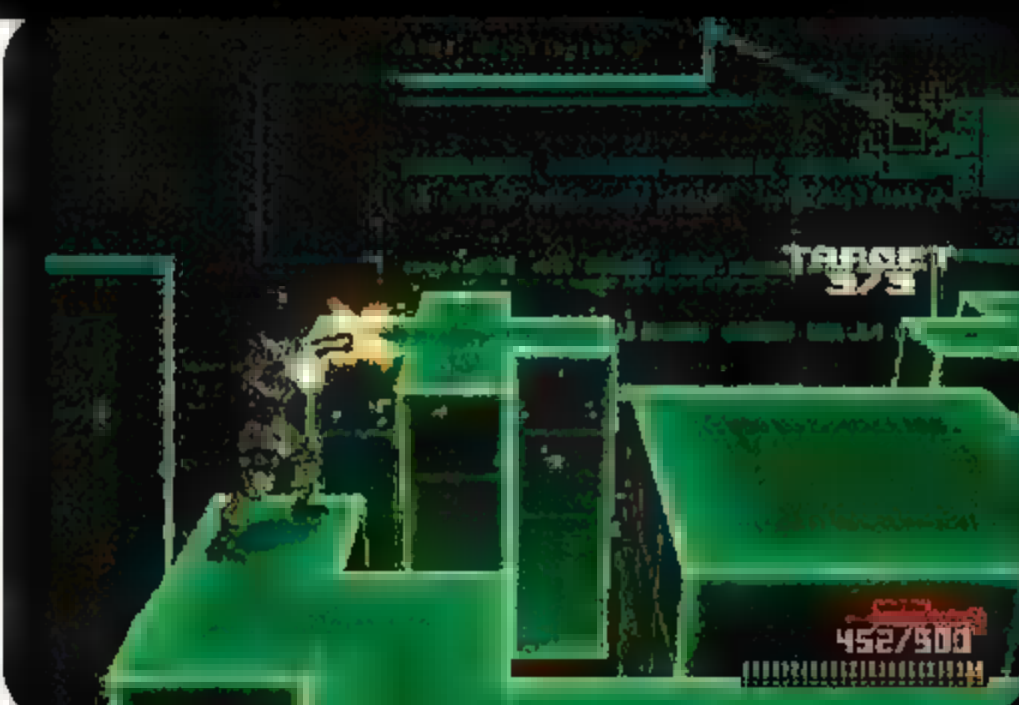
Feature Story

October 1999

On sale Sept. 14

Some of 1999's hottest games have finally arrived, and look no further than the next issue of *OPM* to find out which ones you should buy. You'll get a full review and a playable demo of Metal Gear Solid: VR Missions, in addition to

reviews of Madden NFL 2000, NFL Quarterback Club 2000 and the one you've all been waiting for—Final Fantasy VIII! We'll also have the full walkthrough for Spyro 2: Ripto's Rage! and the sequel to Sony's beautiful 3D platformer game.



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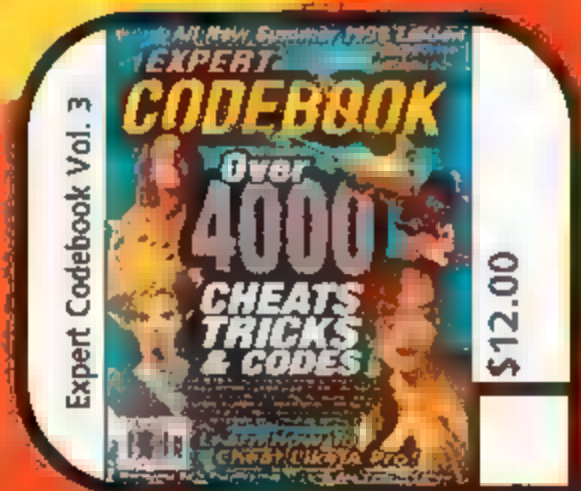


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DCM Issue 1
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